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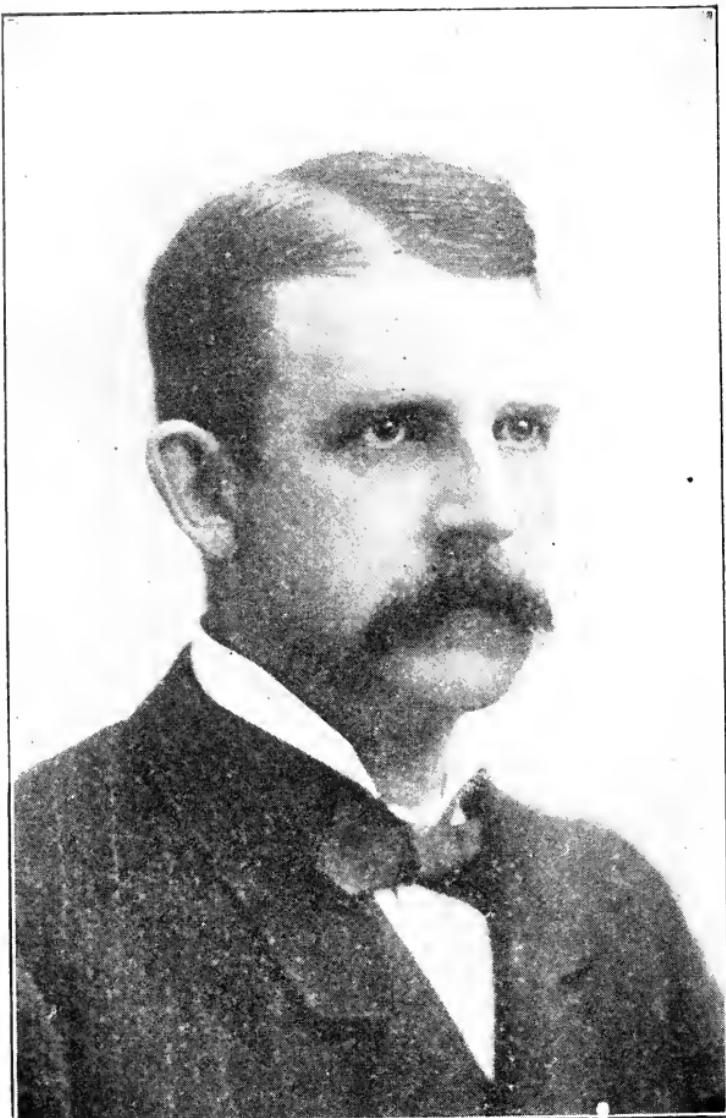
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EDITED BY T. H. MURNANE

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## ORGANIZING BASE BALL LEAGUES



By T. H. MURNANE,  
PRESIDENT NEW ENGLAND LEAGUE.

Professional base ball is divided into major and minor leagues. The two major organizations are the American League and the National League, while the minor leagues are classified into divisions AA, A, B, C and D.

At least 1,000,000 people must reside in the cities in a league for it to come under Class A of the minor leagues. Therefore, in forming a league, it is necessary to ascertain the population of the cities intended for the circuit. Many leagues limit their teams both in the number of players allowed and salary paid, and these limits should be strictly enforced.

Eight cities are the ideal number for a league circuit. Cities should be paired off where games can be exchanged on holidays when possible. This is almost necessary in all leagues below Class AA.

The Class AA leagues, such as the International League, American Association and Pacific Coast League, cover nearly as much ground as the major leagues, and must, therefore, make out schedules similar to those adopted in the major leagues.

Where the country is as thickly populated as in New England, leagues often are formed where the traveling expenses are light and interest stimulated by cutting up the schedules so that a team is at home a part of each week. Many small leagues have made a success of playing all Saturday games in the best drawing cities, splitting the receipts for these days evenly.

Each league must have officers at the head who are able to force proprietors, managers and players to live up to the laws

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in every particular. In other words, men who consider the interests of the league above all else, and who, while holding office, hew to the line, with fair play for a watchword, and the closest regard for the good of the sport.

These officials must eliminate all personal interests, and the very man who will fight hardest to gain a point or a concession from the league, will be the warmest admirer of the officials when he realizes that they enforce the laws of the league to the letter, and spell duty all the time with a capital D.

Therefore, when promoting a base ball league, the most important work on hand is the selection of an executive head who is well posted on base ball from all angles, political, as well as from the standpoint of the magnates and players. A man who can mix up with the lovers of the sport and still have the adaptability to his executive position and the ability to lead at all times.

A poor executive can keep his league in hot water all the time, while an official with good judgment and backbone will make the same league bloom like June roses. Men who have given up the idea of any connection with major leagues make the best controlling heads for the smaller organizations, for the reason that they are willing to bring out young players, and are not taken up with the championship idea at the expense of the salary limit.

The day never will come when minor leagues can live while ignoring the salary limits, for it means paying out more money than comes in at the gate, and the millionaire, even, is not living who will stand being the loser for more than two years at most.

The safest man to control a minor league club below Class A is a retired ball player who wins out when his club does well financially. He will keep closer to the salary limit than the proprietor who is in the sport for a short time to see his name in the papers, and who later will make lame excuses to get out of the business.

If I were to organize another minor league to-morrow, my first move after selecting the cities for an eight-club circuit, would be the selection of eight men to manage the clubs.

These men would be old ball players with executive ability and each one would receive at least a one-third interest in the club. I would have it arranged so that no club could remove its manager without the consent of the president of the league. This would give each manager confidence, and sooner or later he would have a little of the luck that must come to a winner.

My first advice would be to have perfect order on the ball field, insist on the players wearing clean uniforms, and all be uniformed alike, even to caps and shoes. The teams should cater to the best people in the community, and all questionable language on or off the field would be cut out. I would even go further, and insist that the spectators keep within the bounds in their personal remarks, for no one ever was attracted to the ball grounds by the insatiate and uncalled for abuse of players by the individual, disgruntled spectator.

Gambling never should be countenanced for a minute in any form, for the past is strewn with base ball wrecks caused by gamblers. This element will abuse the game at any turn, and should never be allowed to thrive on a ball ground.

I would insist on having the games called promptly on time and then played as quickly as possible. No game of nine innings ever should be more than two hours long, and the shorter the better.

The half hour practice before the game should be made attractive for the spectator, as often a poor game will follow lightning preliminary work. The public goes out to see the players handle the ball, and is disappointed when lax and erratic work marks the preliminary practice.

Briefly, the following points are worth consideration by the experienced manager as well as the new man in the business who is anxious to perpetuate the sport in any given locality:

- (1) Keep your circuit as compact as possible while taking in the best base ball cities available.
- (2) Have officers and a head who know the game and will insist on every one living up to the rules and regulations, and who will force managers and players to respect the umpires as representing the league.

- (3) Select the class to which your population entitles you, and make every effort to stick within the salary limit.
- (4) A fair sprinkling of experienced players with raw recruits will make the best combination. The young players should start at a modest salary, as for them it is everything to get a chance in organized ball where those looking for talent will soon find the boys entitled to the substantial salaries.
- (5) Live up to the rules, and force the press and public of your cities to realize that the league is a substantial institution, bound to improve the weak spots, and respect the rights of the individual members.
- (6) Pay all bills promptly, including advertising, and work in every way to gain the respect of the local public, which will find a well-handled base ball team one of the best methods of advertising a city.
- (7) Insist on discipline among the players, for one bad peach will spoil a basket. Therefore, be on the alert to keep the players on their good behavior, as this counts more in the minor leagues than in the larger cities in the major leagues; but in all parts of the country, it is the salvation of the game.
- (8) Selfish players come from all sides, and like the restless ones must be guarded against. The pick of the players go to the big leagues, and a manager of a minor club should make it plain to his players that any of them worthy of advancement will receive his hearty co-operation.

## THE PREPARATION OF THE AMATEUR



By JOHN B. FOSTER.

Occasionally it is not impossible to find some person who is anxious to play base ball, but has derived so much of his information about the national game from the very interesting and sometimes technical accounts of the work of the professionals, that he gathers the idea that it is a pastime too severe for amateur enjoyment.

Let me try, so far as I may, to disabuse any one, who has an inclination to try the national game, of that belief.

Never at any time, in the more than fifty years of life of the great American sport, has it been so firmly established in amateur circles as it is now. The number of amateur players has more than quadrupled in ten years.

It is a statement so easy of confirmation that it needs no confirmation. Begin with the towns of 2,000 population and work upward to the cities of 100,000 population and find ample ocular evidence that such is the case. Where there was one nine playing base ball in any one of these centers of population ten years ago, there will be found four at the present time, and these are confined solely to the amateurs. In some places the ratio of gain will be found to be greatly in excess of the figures cited.

If a young man of athletic build and favor desires to make base ball a profession for the years in which he is apt to be at his best, it is quite probable that a certain amount of physical exertion will be necessary to place him in the proper condition to stand a long season, wherein the games are regularly scheduled. It is quite evident that where a championship is at stake, in

which professional organizations control the sport, that the participants therein will be expected not only to be in excellent health, when their duties call them to the field, but will be expected to observe certain regulations which shall be to their best advantage during a playing season.

That these requirements are absolutely essential to the perfect enjoyment of base ball is all nonsense, and there is where an occasional wrong impression is obtained of our splendid pastime. On the one side is the business end of base ball. It has a business side to it, because it is a great professional occupation, splendidly managed as such, but it also has a side to it of pure and wholesome enjoyment, which has nothing to do with the rigorous training of the professional and which is not the least bit irksome nor laborious.

To be perfectly truthful about base ball it is not so exacting a game as tennis. Scientific and expert analysis has ascertained that the contestant in a hard fought tennis game consumes more vitality than the average player in a base ball game. Hence it is hardly fair to classify tennis with one of the milder forms of outdoor amusement.

The principal difference between tennis and base ball is not in the amount of exertion and energy which are employed in the games, but in the difference of the equipment. The striker in base ball may not put a bit more force into his blow than the man who serves in tennis, but he bats a ball of quite different composition and weight, and uses a wholly different kind of bat to do so.

The greatest drawback to the amateur's enjoyment in base ball was the possibility of injury to the hands, by reason of a severe blow from the ball when endeavoring to catch a hard line drive, or to stop a throw which was just wild enough to graze joints and finger nails instead of settling into the hands.

To one in indoor employment, who could ill afford to have fingers broken or joints sprained, this was a serious handicap. It is a great satisfaction to say that the gloves, which have been devised in recent years by the Spalding factory, have so

completely changed former conditions that it is now possible to play base ball without much risk of this character.

To this fact alone may be attributed much of the growth of base ball among the amateurs. There is not a doubt that hundreds are taking part in games for amusement, and for the exhilaration of the sport alone, who have been led to do so because they find such ample protection for their hands in the Spalding gloves that they are not menaced by injuries which will affect their daily occupations seriously after they have tried to enjoy themselves on the play grounds.

Frequently I have heard amateurs express the opinion that one of the greatest boons which has been given to base ball players in general, has been the steady perfection, under the direction of the Spalding firm, of all the appliances which are used in the national game.

There was a time when it was considered "babyish" among ball players to avail themselves of the various devices to obviate physical injury and at the same time permit perfect enjoyment in the sport. No longer ago than when the introduction of the shin guard was broached by Roger Bresnahan, other catchers in both of the major leagues laughed at the invention. Even base ball critics went out of their way to denounce it. Now the appliance is in general use, and there is scarcely a major league catcher who will not avail himself of the shin guard in the year to come. For the amateurs it is a splendid device, because it obviates any possible hurt at the plate by spiking.

The mask, the chest protector, the shin guards and the gloves have contributed far more to the enjoyment of the amateurs and have done far more to make base ball possible for them, with little or no risk, than they have assisted the professionals. The latter enter upon contracts to play and assume all risk. The amateurs play for the fun that they get out of base ball, and as they depend upon other occupations for a livelihood, naturally prefer to play with as little risk to themselves as they may.

## HOW TO ORGANIZE A BASE BALL CLUB FOR BOYS



It is just as natural for boys to organize base ball clubs as it is for them to eat. It is practically impossible for nine boys of an average age to live in the same community, no matter if they happen to be the only nine in the village, without "fixing up a team." But for all that, a few words of advice from one of the old boys, who has been through all stages of base ball, from straight pitching to curves, and broken fingers to a broken nose, may not come amiss to the youngsters who are interested in base ball now.

One of the chief puzzlers to a base ball team of boys is just how much authority the manager has. Really, he hasn't a great deal, for the boys' club is entirely different in this respect from the professional organization. While the manager of the professional club is the chief, that of the boys' club should be subordinate to the captain when it comes to the playing end. The manager should, in the first place, hustle about for players, taking care that there should be at least one good man for each position, at least one change catcher and pitcher and as many other "substitutes" as he can scare up. All of these should formally meet after a sufficient amount of practice to enable them to get to know each other and each other's playing capabilities and proceed to the election of a captain. That done, the manager should leave the selection of the "regular" team and who and where each man should play at every game to the captain. The manager will limit his duties to the provision of a schedule, notifying the players of games and seeing that they are promptly on hand both at practice and games. The manager should also be the financial head of the team, if there are any

finances. In other words, the manager is the business head of the team and must leave the playing end of it entirely to the captain. In order that there should be no hard feeling, the captain should work harmoniously with the manager, often seeking his counsel and he should be very careful not to pose as the "whole show." It should be distinctly understood, however, that in differences of opinion, the captain is the head of all matters that pertain to the playing end.

In the first place it is one of the facts of base ball that all small boys and all large boys cannot play the same position equally well. One great difficulty, which the small boys are accustomed to have in the organization of clubs, is to be convinced that nine pitchers never can make a ball team. As a rule, everybody wants to be a pitcher and there is likely to be a warm discussion before the team has taken the field to play a single game.

There are boys who are natural pitchers, just as there are others who are natural basemen or natural fielders, and it is necessary for all beginners if they want to be successful to learn this truth at the start.

That means the election of a captain, and after he is elected implicit obedience to his control. Every boy who is a member of a base ball nine must make up his mind that if his team is going to win, it is essential that he shall follow the instructions which are given to him by the captain.

It is best, therefore, to have the captain properly elected by ballot. Once the selection has been made his word should be law, so long as he is in office. Possibly there are some who will believe that young boys cannot be induced to accept this kind of discipline from others who are about their own age, but the writer has seen many a team most capably handled, all things considered, by youngsters still in their "teens," whose orders were as faithfully complied with by other youngsters, as if the boys were under contract and subject to the discipline of professional base ball. Those were the teams, too, which were able to beat almost anything for miles around.

It must be always the duty of the captain to place his men on the field, thus in the matter of election it is best that some one should be selected who has some knowledge of base ball, and who is well informed as to the qualifications of those who are likely to be associated with him. The captain must be a player who knows the rules without question. If he were ignorant of any part of them it might mean the loss of the game through the omission of some technical move which would turn defeat into victory, or permit reverses to take place when there was no necessity for them.

The selection of a team has a great deal to do with locality. In a city of some size it is tolerably certain that the boys of a particular section will associate with each other for outdoor pastime. It has been the observation of those who have watched base ball among boys, that better results are attained where the playmates of the year around are on one nine than when an effort is made to induce other players of fancied strength to join comparative strangers on a team.

Of course, where boys meet in a public school it is not difficult to find several nines among those of different ages. In the smaller towns the good ball players naturally drift together, so that there are junior clubs and clubs even for the little lads who are taking their first lessons in picking up grounders and trying to make home runs. The weaklings are soon discovered and sooner or later teams become the survival of the fittest. It isn't good policy to try to break up teams in order to place all the playing strength in one outfit. It savors too much of the decidedly unsportsmanlike theory of trying to win at my cost, something which every American boy should appreciate is not all there is in base ball.

Having elected the captain it must naturally be his work to place the players properly. He will know that he must have for a catcher some one who is keenly observant of everything which happens on the field. The catcher is one man who must have his eyes opened and his wits about him all the time. He is in a position where he can see most that is going on in the game and

in addition to his actual hard work behind the bat he must look out for the bases and prevent his fielders from playing at the wrong angles to stop the hits.

The first baseman needs to be cool headed, with a long reach and the ability to catch the ball with one hand. As base ball is played nowadays one hand is becoming more and more essential to good work at first. Many of the best fielding basemen practice constantly trying to catch the ball with the gloved hand, and plays are made which attract everybody by their brilliancy.

The second baseman is the king of the infield. He has abundance of ground to cover, must be able to back up the first baseman and must also be able to back up the shortstop when the latter is playing second, and should be fast on his feet so that he can cover the many short flys which fall toward right field.

The shortstop has work much like that of the second baseman, with the exception that he is asked to stop many long hits, and in order to be able to get the ball to first in time he must be a stronger thrower than the second baseman.

The third baseman also must be a good thrower and he must be a player of pluck, for the hits come down third base line faster if anything than they do anywhere on the field. In addition to that the third baseman of the present era must know how to take care of bunt hits.

The outfielders should be good runners, good judges of long hits and good batters whenever it is possible to combine all three qualifications.

Pitchers are born, not made. The successful captain will know his pitchers at once and will pick out only those men who have patience, cool heads and good control of the ball. Erratic curves, which result only in bases on balls, are not the sort of thing with which the boys can hope to be successful.

A team modeled after the above lines would be able to hold its own with the majority of the nines which it might meet through the summer season. Every captain must expect that he will lose a game at some time or another, so the moment that defeat does fall to the share of his particular team, it isn't good

judgment to begin to supplant this player and that player by others. Never attempt changes until thoroughly satisfied that a better player is to be enrolled with the nine or that the player who is to be dropped is not more the victim of a little hard luck than a downright weak athlete. Above all things prejudice never should be permitted to influence the motives of the man who is in charge of the team.

As base ball is steadily going through a process of evolution, which shows no signs of abating, young players are advised to take advantage of all the new improvements which have been made for their benefit. By all means have suitable gloves, suitable masks, protectors and such other adjuncts as the sport requires. They are just as much an essential now as the guards which are used in cricket, and speaking of cricket, base ball has borrowed one idea from the ancient English game. A number of catchers now wear shin guards, which are made especially for base ball use, and were first introduced by Roger Bresnahan. They prevent many a sore spot in the course of a season.

After the individual club has been organized the next thing is the possible league. This is by no means a difficult issue, and if it is possible to become a part of a league it is probable the interest in the games will be more keen than if a club clings solely to independent games with opportunity to play less than if it were to go through a fixed season.

Let some central point be selected at which the delegates of the various clubs in the proposed league shall be present. Give each club but one vote in the meeting no matter how many delegates attend. Elect first a temporary chairman and after that a board of directors who shall have the business affairs of the league in hand. Then it would be advisable to elect a president, secretary and treasurer.

For the league to be perfectly successful the president should be allowed to control the matter of the umpires and should look out generally for its welfare. Probably the voting of any sums for expenses would be better left to the jurisdiction of the board of directors.

A schedule committee would be necessary and that could be made up of the president, secretary and one lay member, or it might be chosen from all lay members, different clubs to be represented in turn on the committee in different years. The schedule is an important matter and those with base ball experience are best qualified to arrange it for the playing year.

A league among amateur clubs should have no difficulty in playing through a successful season, if the members will always keep in mind the fact that they are to follow implicitly the instructions which are given to them by the president of the organization, or the board of directors. In fact the league idea is spreading so rapidly throughout the country that in another five years it will be surprising to find clubs not part of some league.

It must be borne in mind that any league must always respect the individual club strength of its organization. While in an amateur league players would not be asked to sign their names to contracts, it would be manifestly unfair for one club to endeavor to influence the men of another club to desert, and action of that kind should result in sharp punishment by those in a position to censure.

The extension of trolley lines throughout the various States has made the league idea even more popular than it has been in the past. It is now easy to make up splendid little circuits in which games may be played weekly or semi-weekly. The players are compelled to take but a short ride from one city to another, and the excitement following such series is but comparatively slighter than that which attaches to the large professional leagues.

When a league adopts an amateur standard it should uphold it with the utmost tenacity and anything which pertains to professionalism should be frowned upon and punished with severity.

It is pretty well agreed that amateurism and professionalism mix none too well in base ball, although there is more of it in the national pastime than in any other sport in the United States. It is not good policy for a strictly amateur league to permit paid batteries to be employed. Once that loophole is

made, it is likely to be widened, until all the players on a team are rebelling because they are not paid for their services as well as the pitcher and catcher.

Furthermore, there is not the same satisfaction in an amateur league winning with men who are either avowedly under pay or who are suspected of being paid, and players lose their interest in the sport where officials are lax about keeping the limitations strictly defined.

The time is not far distant when in the larger cities there will be regularly organized public school leagues. There is no question but the games would be uncommonly interesting not only to the participants but to their hundreds of friends throughout the cities. All these leagues may be formed on just the lines laid down above. The greatest success of this kind of an organization is the Public Schools Athletic League of Greater New York, which has a yearly schedule of several hundred games.

## THE EQUIPMENT OF A BASE BALL TEAM



The following is the gist of a conversation had with one of the most prominent minor league managers recently:

"Have you ever stopped to consider how much more a really good set of uniforms costs than those which are merely make-shifts? Just put it down on paper some time, get the cold facts written out in coin of the United States, then count up the games on your schedule and see how much the extra cost really figures out per game. There is hardly a minor league club that could not spend with advantage one hundred or one hundred and fifty dollars extra on uniforms and general equipment. If you will count up the total games you play during the season you will see this will not net one dollar a game additional—and, remember, that's what represents the difference between having a team go out on the field with uniforms that are really creditable and what they should be, and having them, on the other hand, parade in clothes that make fun of their playing abilities, degrade them in the eyes of their friends and your patrons, and make them feel 'cheap'—the worst thing that can happen to a player whom you expect to really do work that will mean 'winning ball.' Two extra spectators at fifty cents each will pay for what it costs you extra to put good uniforms on your men, and equip them so that they will really be a credit to the management of the club they represent.

"What would you say of the theatrical manager who tried to costume his people in the worn-out trumpery of the property room? What would the critics say of a manager whose only idea in putting a play on the stage was to economize wherever he possibly could? Don't you know the critics would tear him to pieces if the

audience had not already made it unnecessary by staying away from the theatre? Theatrical managers have learned long since that it pays to have their people present a good appearance, and they don't stop there, but year by year productions are being more handsomely staged; fortunes are spent in costumes which are never used after the play for which they were originally purchased has been taken off the boards, and all this lavish expenditure is for but one purpose—to please the patrons of the theatre. And have you not just as keen an audience in your grand stands as ever watched with breathless interest the denouement of some drama from the theatre box? What is the gallery compared to your bleachers for enthusiasm? Is there a star, matinee idol, you may call him, upon the stage to-day whose doings are watched with more interest than are those of the players on the league teams? Have any of them friends who are more enthusiastic, followers who are more devoted? Yet, these are the very men you send out on the diamond with an outfit positively shapeless, in many cases dirty, wrinkled, and altogether a disgrace. The same man, if you meet him on the street, wears clothes that are a credit; he takes a pride in his appearance, and would do the same on the ball field if you really had as much regard for your own interests as you should.

"The extra cost of a first-class uniform over a poor one, as already noted, is practically nothing. To a team playing over 150 games a season, as the clubs in the Eastern League do, the difference in cost amounts to less than a dollar per game. Think of that, and then consider that the bulk of the cheap makeshift suits that many of the teams wear never were intended for any such amount of service, and when the season is about half over are barely hanging together, long having lost all resemblance of what they were originally. Would it not have been economical in the first place to have purchased a good set of uniforms, made of material that is suitable for the purpose, and constructed as base ball suits should be made—not too tight to play ball and loose enough to look well? Most of the teams that are run according to up-to-date ideas even have two sets of uniforms,

one generally of white material, perhaps with a little trimming of black or some other color on the cap, or perhaps only a colored button, and striped stockings. This set is for home games. Each man has his name on every article in the outfit and he takes a pride in keeping it as it should be or seeing that it is kept so. The traveling suit is, of course, made of some colored flannel that will not show dust or dirt very easily. Gray has the call by a large majority. The number of shades is large enough to permit of a selection to suit nearly anyone. However, many still stick to blue and maroon for their road suits, and if the material is first class these colors will hold well even during a hard and long season, but if care has not been exercised in selecting the manufacturer and the material the amount of trouble that one set of poor uniforms can cause an already overworked manager on the road is incalculable.

"The whole matter really simmers down to the question as to whether a really good uniform for a first-class base ball team is worth while. For teams of any of the leagues, as they are continually in the public eye, there is no question but what uniforms should be of the same class as the playing is expected to be. The player feels more like playing good ball when he realizes that his uniform is the best obtainable, and spectators without doubt feel much better satisfied with their hero in a neat suit than they will if he looks as though he has not been out of his clothes in a week, and the effect on the spectator is generally considered by a really progressive management. To ignore it is fatal; too many know this to have to be reminded."

## HOW TO CAPTAIN A TEAM



By M. J. KELLEY.

The captain of a ball team should be a first-class player, up to every trick of the game.

He should take the side of the player, even against the management, when he thinks the player is being in any way wronged.

Once on the field he should have full charge of his men and carry out the programme mapped out by the manager. The players should have implicit confidence in him and obey his orders promptly and to the best of their ability.

The captain should be especially well versed in the playing rules (a point, by the way, most of the players are weak on).

The captain alone should address the umpire and teach his men that clubs get none the best of it by nagging the official and bringing the hot headed spectators down on the head of the arbitrator.

When stupid plays are made by his men the captain should make a mental note of the same and allude to it later when the game is over, for no man feels worse than the one who has made the mistake.

The captain should ever be on the alert to note opponents' weakness and map out a plan with his players to take advantage of it.

While not outspoken, the captain should always tip off the weakness of his own men to the management.

The captain should never be called on to sign or release a player, but allowed to pay his attention to the men after they reach the field.

The captain should make out the batting order, and work out the plays with his men, as several heads are better than one

on a ball field, for a change of front must often take place as the result of an opponent's change of attack.

The captain should teach his men that a variety of plays well executed will bother the enemy, and perfection is necessary to carry out lightning changes of front on a ball field.

When possible the captain of a team should be on the coaching lines, and should set a good example by his personal inside work.

"A game is never won until the last man is out," is not only an old and true base ball saying, but the finest ever written for a ball player's guidance.

The players will follow the lead of the captain much as ducks will follow the rising young drake, therefore, in playing and general deportment, much depends on the captain of a ball team. Leaders are scarce, but come to the front naturally.

While the best class of professional base ball team managers are as scarce as they are desirable, a thoroughly able and competent team captain is an individual member of a team very difficult to find.

It may be justly asked, "What constitutes the essential requirements of a first-class captain of a team?" In the first place, such a captain must know how to govern himself, otherwise he cannot govern others successfully; especially is this moral qualification essential in the case of a player possessed of a hot and ugly temper. Secondly, he should in all cases govern the players of his team as he would like his captain to do if he were himself a subordinate player. These are the two primary essentials in the way of the moral attributes of an "A No. 1" captain.

In the selection of a captain, two well-known classes of captains should be avoided, viz., the one class including those of ungovernable tempers, without self-control, dictatorial in their manner, imperious in command, and too fond of having this, that or the other thing done simply because it is their desire that it should be done. The other class are those who are easily influenced against their best ideas, of no determination of char-

acter, afraid of censure, and too desirous of pleasing special friends in the course they pursue, at the cost of the best interests of the club they belong to.

Of course the captain of a team needs to be well up in all the rules of the game, as also the special points of strategic skill, and a first-class player not only in his position—which should be in the infield—but also in other positions which he may be called upon to fill in some critical period of a contest. He should be a lover of fair, manly play, and not a mere cunning trickster in carrying out his duties in a contest. Low cunning in a player is like “a vaulting ambition which oft o'erleaps itself.” But where to find this *rara avis*? Of all the players of a team having pennant-winning aspirations, deliver us from the folly of a “kicking” captain, one who not only actually is “on the growl” in regard to errors of play and judgment, but who makes the defenseless umpire the constant target of his fault-finding. In fact, a so-called “aggressive” captain—that is, a regular fault-finding fellow—umpire baiter—is a nuisance on a ball field, amateur and professional alike.

## MANAGING A BASE BALL TEAM



By **CONNIE MACK,**  
Manager of the Athletics.

Managers of Base Ball clubs seldom agree upon the way to handle a ball club in order to get the best results. In other words, all have their own ideas as to how a club should be handled. Should the club prove a winner, the manager is considered the best ever. Should he turn out a loser, the owner is looking for a new man with different ideas as to how his club should be run. Oftentimes you see the names of a team on paper that would be picked for tail-enders, and this same team may prove the winner.

It's the combination and team-work that counts in Base Ball. No matter how strong a team may appear they cannot win unless the players are working in harmony. The manager's first work is getting his players. He signs anywhere from twenty to thirty and from this number he must decide upon the players to fill each position and who he will hold for utility players.

Great care must be taken before releasing a player. Many managers make serious mistakes by letting out young players who have all the natural ability, though lacking in experience. The mistake will surely come home to them later on when the same player is signed by another club who reaps the benefit of this young player's ability. In handling players is where a manager's ability really shows his true worth.

Seldom can two players be handled in the same manner. One may be of the most sensitive kind, and this type of a player is the one managers have their troubles with. For when things break badly for him he considers everyone is working against him. The best way to handle a player of this kind would be to

take him one side, and show him his faults, explain to him how he can remedy them, and at the same time impress upon him that he is a far better player than he believes himself to be. Nine times out of ten this will work to perfection and a good player is saved to you.

The player who is conceited enough to think he is far above the average can easily be handled. At every opportunity that offers itself he should get a good calling down. This method will soon bring him to realize that Base Ball has no use for the player who considers himself better than anyone else.

In playing the game a manager must decide upon the style of game his team is best fitted for. In order to get the best results have each man do what he is capable of doing best. The sacrifice, the hit and run, the base stealing, are all very important. Pick out the players who are best adapted for each and place them in the batting order accordingly.

Don't try to have your players do something they are not capable of doing. Teach them to sacrifice their own individual averages for the good of the team. In this way you will always get the best results and achieve the greatest number of victories.

## CORRECT STYLE OF COACHING



By JAMES A. COLLINS.

It takes a perfect knowledge of the ability of each player to properly coach the base runners. With wideawake players to look after, coaching at first base is wholly uncalled for, as the base runner must keep his eyes glued to the ball and use his own judgment when to move from the base.

The play is altogether different at third base, and at this point a coacher is positively necessary for the man coming from second base.

This base runner never should be obliged, on a safe hit, to turn his head toward the play, but should come on at top speed, looking for his cue from the man on the coaching line. He should be always in a position to turn for the home plate under full head of steam, and simply watch the coacher for the signal to keep on going for home, or to stop altogether.

The loss of a fraction of a second will lose runs, games and championships, and all depends on the coachers on the lines if the players are trained to take their cues blindly from the men in a position to see all that is going on, wherever the ball is.

I have seen fine players make the poorest kind of coachers, as they have failed to calculate the speed of their own runners as well as the fielding and throwing ability of their opponents.

Good base runners make the best coachers, and the best I ever saw, worked with signals and made little fuss or noise during their performances.

There should be as much time given to perfecting the coaching department of the game as to any other phase of team base ball.

When a man is running from first base, he should keep in touch with the coacher at third, instead of being on the lookout

for something his opponents are going to do with the ball. Moreover, he always should move exactly as he is instructed to do by the man on the lines.

Men often will remain close to second base, fearing the infielders who are playing far away from the sack. Slow runners must get a good start and take more advantage of their opportunities to score on safe hits handled by clever outfielders, and the men on the coaching lines should be obliged to not yell out instructions, but to work entirely through signals, either with their hands or caps.

It is a mistake to send up some one to coach who is not alive to the inside workings of the game, simply because the regular coacher is indifferent. A first-class coacher at third base strengthens a team three to five per cent., and good men do not average two to a club in professional base ball.

# SUCCESSFUL COACHING



By JOHN J. McGRAW.

If there is one thing I don't believe in as being necessary to successful coaching it is a lot of noise. The man who makes a lot of noise may suit some of the spectators, but he doesn't win games. What I do believe in in coaching is hard and constant thinking, and one can't be making a racket and doing the proper thinking and planning at the same time.

The coacher is up there, according to my ideas on the subject, to see that the players of his side do what he wants them to do. I want my players to do what I'd do myself were I in their place. See that your players run the bases for the team, not for the individuals. Close games are won and lost right on the bases, and every move made there is important.

It is essential that the base runner and the batter be on the alert to catch your signal when you want them to make a play. The expert coacher will have an eye on the opposing team to see how the various fielders are stationed and as far as possible what the opposing pitcher and catcher are planning, what they are trying to do. That's a situation that the coacher must size up when directing a base runner. The coacher must also, when directing a base runner whether to come on or hold his position, bear in mind the state of the game, whether there are none, one or two out, and must order the runner to take chances or not take them accordingly. Much depends on the state of the game whether a long chance is justifiable or not.

Study the man you are coaching. It is important that the coacher know the individual abilities of the players and take them into consideration in directing the men. My own preference in the matter of a location for coaching is third base. I prefer it to first base for the reason that all the play is in front of you at third base and you can supervise and direct better there than at first, where a great deal of the time the runner is turned away from you.

## HINTS FOR CAPTAINS AND MANAGERS



Manager McGraw of the New York Nationals, who has been both a successful manager and captain, says the first requisite of a successful captain is ability on his own part. He must know the game himself and be an expert at playing it. The better player he is, the more confidence his men will have in him. His men will feel that he knows what he is talking about when he orders such and such things done. Again, if he is a manager and no longer a player his men will have confidence in him in accordance with the ability he has shown on the field when he was an active participant in games.

Be he captain or manager or both, he must be firm with his men, McGraw declares. That is a quality he cannot do without. If he orders something done he must see to it that his order is carried out. Ability to grasp a situation quickly and think quickly is another indispensable asset of a successful captain or manager.

"There is one feature of development on which I lay a great deal of stress," says McGraw, "and that is have your men practice like they play, have them put the same snap, vim and heart in the practice as in the game itself. Have them practice like they play and play like they practice, that is a watchword with me. Fast, earnest practice keys your men up and has them on their toes.

"In handling a team of ball players it should be remembered that no two men are alike and that they can't all be handled the same way. Study the temperament of each player. You can be severe with some, whereas you have to handle others with kid gloves to get the best results.

"There's one thing I don't believe in at all, and that is club-

house talks and lectures. In all my career I've never done any of that sort of thing. The ball field is the place to teach the game to men. I might have an occasional individual talk on the side with this or that player, but no general talks or discussions of plays and plans.

"When I want a man to do a thing, I want him to do it on the field, which is the place for Base Ball, not the clubhouse, and the ball field is the place to tell him about it. If a man makes a play on the field that you don't like, if he does something wrong or goes contrary to orders, the place to spike such things is on the field and the time right away. I don't mean by that to criticize him or go for him before everybody or to give him a public reprimand, but to quietly inform him wherein he was wrong and why. The time to show him his mistake is when the play is still fresh in his mind. Then he'll remember. Treat your players as you would want to be treated."

## UMPIRING A BALL GAME



It is one of the necessities of the game of base ball, apparently, that the duties of the umpire should exceed, in their multiplicity and importance, those of the referee or umpire in every other sport in vogue. For this reason the position has become one requiring as much special training and instruction to excel in it as that of the most important position in the game. Indeed, it is far easier to obtain a suitable occupant for the most arduous places on the field than it is to find a fitting man for the position of umpire.

Let us take a brief glance at the important duties the umpire is called upon to discharge in his onerous position. Quoting from the code of playing rules as to the umpire's special duties, we find, in the first place, in regard to the official authority and power given him to enforce the rules, that:

**RULE 60.**—The umpires are the representatives of the League and as such are authorized and required to enforce each section of this code. They shall have the power to order a player, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties for violations of the rules as hereinafter prescribed. In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Umpire-in-Chief"; the umpire judging base decisions as the "Field Umpire."

Experience has proved conclusively that this arbitrary power is a necessity in the game in order to successfully combat the gross abuse of disputing the umpire's decisions by the players. Another rule specially refers to the "kicking" evil as follows:

**RULE 63.**—There shall be no appeal from any decision of either umpire, on the ground that he was not correct in his conclusion as to whether a batted ball was fair or foul, a base runner safe or out, a

pitched ball a strike or ball, or on any other play involving accuracy of judgment; and no decision rendered by him shall be reversed, except that he be convinced that it is in violation of one of these rules. The captain shall alone have the right to protest against a decision and seek its reversal on a claim that it is in conflict with a section of these rules. In case the captain does not seek a reversal of a decision based solely on a point of rules, the umpire making the decision shall, if he is in doubt, ask his associate for information before acting on the captain's appeal. Under no circumstances shall either umpire criticise or interfere with a decision unless asked to do so by his associate.

This rule plainly limits the action of the captain in questioning a decision only as to its legality, and it does not include a decision marked by an alleged error of judgment. Here is another rule to the same effect.

**RULE 65.**—Under no circumstances shall a captain or player dispute the accuracy of the umpire's judgment and decision on a play.

By this rule the player is prohibited from disputing a decision involving an alleged error of judgment.

The umpire is required by official authority to bear in mind one important fact, and that is, that the rules are made to be enforced by the letter of the law. If they are unjust the fault is not the umpire's, and he has no power to amend them, or to interpret them differently. But if they are disobeyed, it is the umpire's fault if they are violated with impunity.

Have the playing rules at your command. Give your decisions promptly. Follow the ball closely and never give a man out where there is a reasonable doubt.

Of late years it has been compulsory for the umpire to keep the vicinity of the batsman's box clear of all obstructions and to announce any changes that may occur in either the player coming to bat or players at their positions in the field. Both are very excellent provisions, for with a bag containing extra balls, or even such a small article as the whisk broom used in dusting off the plate lying about promiscuously, the catcher or umpire might easily make a misstep and break an ankle. The umpire should announce such changes in lineup as may be made from time to time, as he is the proper party to do so, and spectators should

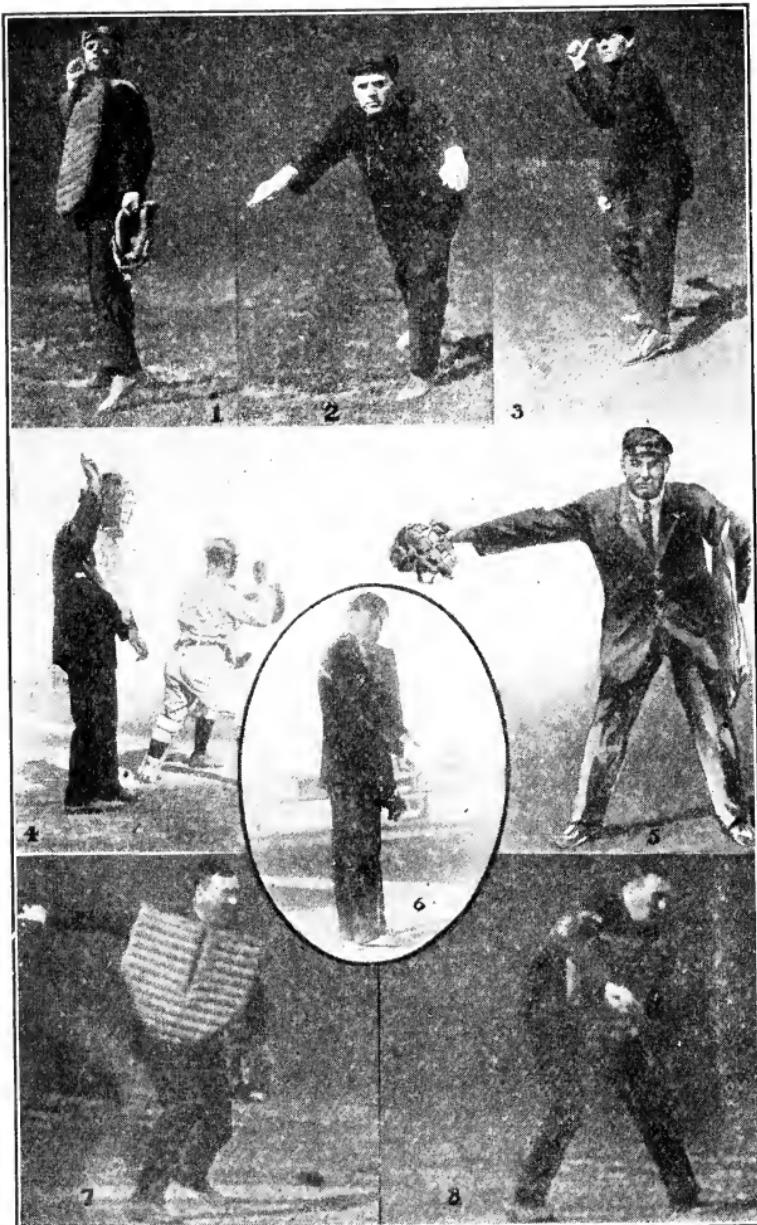
be kept fully informed of such changes in the only way possible.

Pay no attention to the comments of partisan crowds. Keep the players on the move. When players break the rules laid down by the heads of the league, never hesitate in forcing the penalty. Have as little to do with the players as possible, and never offer an excuse for some decision not to the player's liking.

The umpire takes as much pride in his work as the player, and must be in good physical condition to do himself justice.

The umpire should always try and be in a position to see the play, and never get mixed up with the players.

In calling balls and strikes the umpire should adopt some peculiarity, for example, "Silk" O'Loughlin, the famous umpire of the American League, calls as follows: "One," "Strikes tuh" for two. Then comes "batter out"; or, "ball one," "ball"; then, "take your base." Sheridan never calls the number of balls, simply "ball," "ball," "take your base"; "strike one," "strike two," "you're out." The players and spectators soon grow to know the calls, even when the voice is indistinct.



1—"Str-i-ke Tuh" ("Silk" O'Loughlin); 2—"Safe" ("Silk" O'Loughlin); 3—"Out" ("Silk" O'Loughlin); 4—"Strike" (Hank O'Day); 5—"Safe" (Evans); 6—"Safe" (Tom Connolly); 7—"Out" (Hank O'Day); 8—"Safe" (Hank O'Day).  
Photos by Conlon.  
**CHARACTERISTIC ATTITUDES OF WELL KNOWN UMPIRES  
IN RENDERING DECISIONS.**

## SEMAPHORE SIGNALS BY THE UMPIRES



Two or three years ago base ball critics in the East and West began to agitate the question of signaling by the umpires to announce their decisions.

At first the judges of play did not want to signal. They thought it detracted from their dignity to go through a dumb show resembling the waving of the arms of a semaphore.

That did not deter the base ball critics from their stand. With good-natured persistence they urged upon the umpires the necessity of the new idea, and by and by the officials of the league took up the subject and suggested that it would be worth a trial.

It was finally experimented with and has been one of the very best moves in base ball as a medium of rendering decisions intelligible, and now there is not an umpire but uses his arms to signal. If he did not, two-thirds of the spectators who make up the immense crowds which have been patronizing base ball for the last few years, would be wholly at sea as to what was transpiring on the field, except as they might guess successfully.

Right arm in the air with one finger pointing to the sky can be read for a long distance as a strike. When two fingers are upraised the crowd knows that it is two strikes, and it doesn't care to hear much about the third strike, because the movements of the batter will certify to that.

The left arm is used to signal the number of balls when it is necessary to do so. Some umpires never use the arm when a ball is called, and by refraining from doing so the crowd understands that it is not a strike. When the clamor is deafening and the pitcher calls for the number of balls the left arm is raised

with as many fingers extended as balls have been called against the batter.

Almost every umpire has a characteristic motion for calling the runner safe. As a usual custom, however, the arms extended with the palms of the hands turned down signify that the runner has reached the base legally.

When calling a runner out most of the umpires use a sweeping motion of the arm which signifies that the unfortunate player is to return to the bench.

An umpire may signal that a runner is out, and on the very instant that he gives the decision the baseman may drop the ball. All the staff of the major leagues are quick to reverse the signal from a motion to leave the base, to the other motion of dropping the arms quickly with the palms of the hands down. It is understood at once, both by players and spectators.

Even the older umpires, who were more loath to give their consent to the new system on the field, are now frank enough to admit that it has been of invaluable assistance to them in making their decisions understood when the size of the crowd is such that it is impossible to make the human voice carry distinctly to all parts of the field.

Illustrations are appended showing the signals which are in vogue at the present time.

## TECHNICAL TERMS OF BASE BALL



Since the very inception of the game, Base Ball has been prolific of technical terms and phrases, but they have never been so numerous and distinct as in recent years. Indeed, many of these Base Ball terms have become part and parcel of the phraseology of the period to quite a notable extent. For instance, the familiar term, "Play Ball," is now recognized as the synonym of a special effort to give earnestness to one's work, and to stop trifling with anything we undertake to do—"No more nonsense; Play Ball."

In writing up this chapter on "The Technical Terms of Base Ball," we do not present it as a mere vocabulary of the slang terms used in the game, as it is, in reality, a special chapter of instruction in all the points of play in Base Ball, besides which it includes explanations of the rules of the game. In fact, no one can read this chapter carefully and studiously without becoming well posted in the important points of strategic play in the game, as much so as if he had made himself familiar with every section of the playing code of rules as contained in the latest edition of Spalding's Official Base Ball Guide.

We have divided up the technical terms of Base Ball into the following classes:

### TECHNICAL TERMS APPLICABLE TO—

PITCHING (Page 36).

BATTING (Page 39).

FIELDING (Page 42).

BASE RUNNING (Page 45).

UMPIRING (Page 48).

and

GENERAL TECHNICAL TERMS (Page 50).

## TECHNICAL TERMS APPLICABLE TO PITCHING



*A Balk.*—This is a failure to deliver the ball to the bat legally, and there are nine different ways of committing a balk, as follows:

1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first when occupied by a base runner without completing the throw.

2. Throwing the ball by the pitcher to any base to catch the base runner without stepping directly toward such base in the act of making such throw.

3. Any delivery of the ball to the bat by the pitcher while either foot is back of the pitcher's plate.

4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.

5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.

6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.

7. Making any motion to pitch while standing in his position without having the ball in his possession.

8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.

9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

*The Battery of a Team.*—The pitcher and catcher of the nine in the field are called the "battery" of the team.

*A Battery Team.*—The pitcher and catcher, though "battery" players, cannot be regarded as a "team" unless they work together as such; that is, in thorough accord

in their playing of points, and in their mutual understanding of a special code of private signals, without which they are merely two distinct players and not a "team" in the full sense of the term.

*Battery Errors.*—This class of errors is confined to wild pitches, bases on balls and hitting batsmen with pitched balls, and to passed balls by the catcher.

*Called Balls.*—The umpire is required by the rules to call a "ball" on every ball which the pitcher either fails to send in over the home base, or not within the legal range of the batsman's knee and shoulder. The ball must be over the base and within range, or it becomes a called ball, and four such called balls give the batsman his base. To be within legal range the ball must pass below the line of the batsman's shoulder and above the line of his knee.

*A Change of Pace.*—This is done whenever the pitcher changes the speed of his delivery from fast to slow, or vice versa. But the change, to be useful as a strategic point of play, must be thoroughly disguised from the batsman or all its effect is lost.

*A Change of Pitchers.*—This is done when the captain of the team finds that the delivery of his pitcher is being badly "punished." Changing pitchers requires considerable judgment on the part of the captain, who should be quite sure that the batsmen are really "punishing" the pitcher, and that the fault is not that of poor field support of the pitching. In making a change, the succeeding pitcher should be one with a distinctly different method of delivery from that of his predecessor.

*Chances Offered.*—A chance for an "out" is offered the field side by the batsman whenever he hits the ball in the air, or on the ground within fair reach of the fielder. If the chance is accepted the fielder either gets the credit of a catch, or for assisting to put out a runner at a base, or for actually putting out such runner.

*Command of the Ball.*—This term refers to one of the essential points of first-class pitching, viz., thorough command of the ball in delivery.

*Curving the Ball.*—To be able to curve the ball in its delivery is one of the peculiarities of Base Ball pitching. The curves are produced by imparting a rotary motion to the ball as it leaves the hand.

*Cutting the Corners.*—This term applies to the delivery of the ball by the pitcher in such way that it just passes over the corner of the home-plate. It is a difficult ball for the umpire to judge correctly.

*A Drop Ball.*—This is one of the most effective balls of a strategic pitcher's delivery, and it is the most difficult curve to make; the rotary motion given the ball causes it to fall, in the line of its delivery, just before reaching the base.

*Head-work.*—This is a very comprehensive term, and means a great deal in all field sports, but especially in Base Ball, as without "head-work" in a player's methods team-work play by the nine is out of the question. In pitching, "head-work" means skill in strategic play in the position.

*An Illegal Delivery.*—This term belongs exclusively to the rule governing the pitching. An illegal delivery of the ball to the bat is made whenever the pitcher fails to have his pivot foot in direct contact with the rubber plate of his position. A similar balk, too, is made when the pitcher takes more than one step in his delivery and then throws the ball to the batsman.

*The Pitcher's Position.*—This is defined by a rubber plate 24 inches in length by 6 inches in width, with its front line distant 60.5 feet from the home plate.

*A Raise Ball.*—Hard to pitch, and in which the ball appears to float upward nearing the batter.

*A Spit Ball.*—This is a method of imparting a shoot to the ball, when delivering it to the bat, in pitching, by the use of saliva. The ball is given an eccentric motion through the air, very puzzling to the batsman. The "spit" ball, however, is not only difficult to command, but it brings into play unused muscles of the arm, and is generally obnoxious.

*A Wild Pitch.*—A ball thrown wildly out of the fair reach of the batsman, either to the right or left of his position, over his head, or close to the ground, is a wild pitch and a battery error, and no passed ball can be charged to the catcher on such wild pitched ball.

## TECHNICAL TERMS APPLICABLE TO BATTING



*Bases on Hits.*—A base is earned by a hit whenever the batsman hits the ball to the infield or outfield out of the legitimate reach of a fielder. A base is also earned by a hit ball which goes to the infielder so swiftly that he is unable to field it to the base player in time for an out; also, in the case of a swift line ball from the bat which the fielder is unable to hold on account of its speed. All such hits are base hits and earn bases.

*Bases by Errors.*—The list of errors which yield bases are those known as fielding errors and those classed as "battery" errors. The former include dropped fly balls, wild throws—either overhead or on the bound—muffed and fumbled balls, and plain failures to judge balls offering easy chances for catches. The latter errors include wild pitches, bases on balls, pitched ball hitting batsmen, and balls passing the catcher on which bases are run.

*Bases on Balls.*—The batsman is entitled to take one base every time the umpire calls "four balls," and also every base runner who is thereby forced to leave the base he occupies.

*Batsman's Position.*—Rule 38, governing this position, is as follows:

"Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 8) in the order that his name appears in his team's batting list."

*Batting in Base Runners.*—This is a marked feature of "team work at the bat." To forward base runners is the object aimed at by every batsman who "plays for his side" in batting. He does this by striving his utmost for a base hit, and next to that his effort is to bunt the ball so that, if it fails to earn a base, it will oblige the fielder to throw the batter out at first base, and thereby enable the runner

on first to reach second base safely, this constituting a "sacrifice" hit.

*Bases on Balks.*—Whenever the umpire calls a "balk," every occupant of a base—except the batsman—is entitled to take a base without being put out.

*A Base on Batsman Hit by Pitched Ball.*—The batsman is entitled to take a base whenever he is hit by a pitched ball, provided that he has previously tried his best to avoid being so hit. It matters not where the ball hits him, or if it only touches his clothing.

*Batsman a Base Runner.*—The batsman becomes a base runner under the following circumstances: 1. The moment he hits a ball to fair ground. 2. Directly after the umpire calls "third strike." 3. Also when the umpire calls "four balls." 4. When his person is hit by a pitched ball, provided he strives his utmost to avoid being so hit.

*A Bounder.*—This term applies to a ball sent from the bat to the field on the bound.

*Bunting the Ball.*—A "bunt" hit is made when the batsman simply holds the bat up to meet the thrown ball, thereby allowing the ball to rebound from the bat to the ground.

Rule 47 thus describes a bunted ball:

A "bunt" hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman. If the attempt to bunt result in a foul not legally caught, a strike shall be called by the umpire.

*Clean Hits.*—A clean hit is made when there is no possible chance offered the fielders either for a catch or a pick-up.

*A Daisy Cutter.*—This term is applied to a ball hit along the ground, cutting the grass, as it were, as it proceeds. It is a telling hit.

*A Fair Hit Ball.*—Rule 44 thus defines a fair hit ball: "A Fair Hit is a legally batted ball that settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base or that first falls on fair territory beyond first or third base or that while on or over fair ground, touches the person of the umpire or a player."

*Failing to Take Position.*—Every batsman should remember the order of batting, and be in readiness, bat in hand, to take his position at the bat when called upon by the umpire, prior to which he must be seated on the bench. Should he forget the order and allow a succeeding batsman to take his place, and the error be not discovered before he has completed his turn at bat, the batsman who failed to bat in his turn is out.

*A Foul Hit Ball.*—Rule 45 thus defines a foul hit ball: “A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that bounds past first or third base on foul territory or that falls on foul territory beyond first or third base or while on or over foul ground, touches the person of the umpire or a player.”

Rule 46 states that a “foul tip” is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher’s hands and is legally caught.

*A Force.*—A “force” is made when the batted ball is sent to the field in such a way as to enable a fielder to put any runner out, who, by the hit of the batsman, has been obliged to vacate his base. It is possible to make a triple play on three force outs when a fair hit is made while all three of the bases are occupied.

*A Force Hit.*—A “force hit” is made when the batted ball is sent to the field in such a way as to enable a fielder to put any runner out, whether compelled to advance or not.

*Striking Out.*—This is the act of being put out on “called strikes,” and, as a rule, it shows weak batting; but it is also a result of skillful, strategic pitching.

*A Sacrifice Hit.*—This is a hit which is part and parcel of “team work at the bat,” and at times it is of as much advantage as a base hit. For instance, a runner is at third base and another at first base, with one man out, and the batsman deliberately sacrifices his own chance to insure a score being made and the advancement of the runner from first to second. No sacrifice hit can be credited to a batsman on a force out.

## TECHNICAL TERMS APPLICABLE TO FIELDING



*An Assist.*—A fielder is credited with an “assist” in the score whenever he throws the ball well enough to a base player to afford the latter an opportunity to put the runner out, and the assist is to be credited, even if the base player fails to hold the thrown ball. A fielder is also to be credited with an assist if he handles the ball in the case of a “run-out” between the bases, or if he partially stops a hard hit ball and thereby gives another fielder a chance to throw the runner out.

*Base Players.*—There are three basemen or base players in a nine, viz., the first, second and third basemen, the catcher almost invariably covering the home base, though the pitcher does that once in a while, as the shortstop does the other positions in case of need.

*Deep Field.*—This term is applied to the far outfield, whether to the left, center or right field.

*A Double Play.*—A double play is made whenever the fielders put out two opponents of the batting side between the time the ball is delivered to the bat and its being again in the hands of the pitcher ready for re-delivery.

This incident of a “double play” is peculiar to the game of Base Ball, it being unknown in Cricket or in any other field game of ball.

*A Dropped Fly Ball.*—A fly ball, dropped out of the hands of a fielder before being “momentarily held,” as the rule requires, or a thrown ball dropped after being thrown to a base player on the fly and within fair reach, is a fielding error.

*A Fly Catch.*—This catch is made when the ball is caught and held in a legal way—if only momentarily—before touching the ground, whether it be a fair ball or a foul ball.

*A Foul-Tip Catch.*—This is a catch of a foul ball which goes to the catcher sharp from the bat. The penalty of a foul-tip, which is caught, is the call of a strike by the umpire, the catch of the ball not yielding an out, as it formerly did, unless it be the third strike.

*Forced Off.*—A base runner is said to be "forced off" a base whenever he is followed in the base running by a runner who has made a fair hit, or been sent to his base on balls and who has thereby forced a runner off, which latter forces off the runner who preceded him.

*A Fumbled Ball.*—A fumbled ball is a fielding error. It occurs when the ball, having been partially stopped, but not held by the fielder, is fumbled in the effort to pick it up for the throw to a base.

*A Hot Ball.*—This is a very hard-hit ball, and when, if a hot liner, it is either not held on the fly, or, if a hot bounnder, is only partially stopped by the fielder, the latter is excused from an error, and a base hit should be credited the batsman.

*Infielders.*—The infielders, as a team, comprise the three base players and the shortstop; but the two battery players—pitcher and catcher—are also infielders.

*The Infield.*—The infield of a ball ground comprises the diamond field and its immediate vicinity.

*Juggling the Ball.*—A ball is said to be "juggled" when it is partially caught and rebounds from a fielder's hands before being "momentarily held." Until so held no runner can legally leave a base on an alleged catch, because the ball is kept from the ground but not actually caught.

*A Muffed Ball.*—A ball is said to be "muffed" when the fielder fails to catch a fly ball or a thrown ball.

*A Passed Ball.*—A passed ball is recorded whenever a base is run from a dropped or muffed ball by the catcher, or from his allowing any ball to pass him which is not a wild pitch or a base on balls. No passed ball can be charged unless a base is run on the error.

*A Pick-Up.*—This term is applied to a clean handling of a sharply hit ball, especially if a bounnder. It is a piece of fine, sharp fielding.

*A Quick Return.*—This term applies to the quick return of the pitched ball to the pitcher by the catcher, so as to enable the pitcher to catch the batsman napping.

*Run Out.*—A base runner is said to be "run out" when he is caught between the bases and runs backward and forward to avoid being touched out while off a base. Runners from first to second, when a runner is on third base, and only one hand out, frequently run the risk of being run out, in order to afford the runner on third a chance to get home on the play.

*A Running Catch.*—This is a catch which is one of the most attractive features of fine fielding, but it requires sound judgment and sure catching ability to excel in it.

*Short Field.*—This is the space of ground occupied by the shortstop, who, by the way, is the roving player of the infield, who stands ready to cover second base, or that of any other infield position when occasion may require.

*A Trapped Ball.*—A trapped ball play is made when runners are on bases, and a "pop-up" fly ball is expected to be caught. Each runner holding a base is at once forced to leave on the hit and the fielder, following the ball to the ground, but not catching it, smothers it with his hands when it strikes the ground. A trapped ball fails of its purpose when a technical infield fly is called.

*Infield Fly.*—A technical situation announced by the umpire when, with runners on first and second, or on first, second and third, and less than two out, the batsman hits up a fly that any of the infielders can handle. The batsman is instantly out the moment the umpire calls the infield fly, whether the ball is actually caught or not. The batsman does not run to first and the base-runners are not compelled to advance.

## TECHNICAL TERMS APPLICABLE TO BASE-RUNNING



*A Base Runner.*—The batsman becomes a base runner in six different ways. 1. Instantly after he makes a fair hit. 2. Instantly after the umpire calls "four balls." 3. Instantly after the umpire calls "three strikes." 4. Instantly after he is hit by a pitched ball, provided he has made no attempt to strike at it and has made a plain effort to avoid being hit. 5. If the catcher interferes with his attempt to hit a pitched ball. 6. If a fair hit ball strikes the person or clothing of a base-runner or umpire on fair ground.

*Base Stealing.*—A stolen base is to be credited to a runner, after reaching first base as follows: "Whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error. No stolen base is credited, however, when, in case a double or a triple steal is attempted either runner is put out; when a runner over-slides a base in the attempt to steal and is touched out on the far side; or when he is clearly blocked off of a base and is able to gain it eventually because the fielder blocking him muffs the ball thrown to him to make the put out. If a player starts to steal before a battery error is made, credit him with a stolen base."

If a runner starts to steal a base, and the catcher throws the ball wild in consequence, the runner gets credit for stealing one base, but not for taking the next base on the wild throw.

*A Clean Steal.*—This is a base stolen without the aid of an error by any fielder.

*Coaching.*—This is the term applied to the method of aiding base runners to steal bases, through verbal directions from the player appointed to stand back of first or third base to "coach" runners. It does not, however, in-

clude noisy demonstrations and personal remarks to opposing fielders, commonly in vogue in badly managed teams.

Rule 58 states that: "The coacher shall be restricted to coaching the base runner only, and shall not address remarks except to the base runner, and then only in words of assistance and direction in running bases. He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coachers, who must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coachers' lines, one near first and the other near third base, to coach base runners. If there be more than the legal number of coachers or this rule be violated in any respect the umpire must order the illegal coacher or coachers to the bench, and if his order be not obeyed within one minute, the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense, the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith."

*Left on Bases.*—Runners are left on bases after earning a base by a hit, or by having a base given them by battery or fielding errors, if they are still on bases when the half inning ends.

*Over-running Bases.*—Only in over-running first base is a base runner entitled to hold the base, and if he makes a palpable attempt to go to second base he is liable to be put out.

*Players Running Bases.*—All base runners run the risk of being put out when not standing on a base, except in the case of over-running first base. Players running bases are obliged to return to the base they left when the ball is hit foul, and also when a fly catch is made. But the moment the catch is made, either from a fair or foul hit ball, they can leave the base they occupied and try to reach the next base safely. When running from base to base—except in the case of making a home run—they must keep as near to the line between the bases as they can, for if, in order to avoid being touched by the ball in the hands of a fielder, they run three feet outside of the straight line

between bases, they are out. This rule applies only in the case of trying to avoid a fielder with the ball in hand, not otherwise.

*Sliding to Bases.*—This custom, as a rule, is dangerous work; but the risks of injury are run in the hope of securing a base, likely to be otherwise lost. There are two ways of sliding to bases, viz., head first or feet first.

*A Stolen Base.*—Base stealing is an art in itself, and it requires head-work in the runner all the time. He has not only to watch the "battery" players, especially the pitcher, but he must be on the alert to get a good start for a steal. If a pitcher is at all slow in his movements or uses too many motions in his delivery, the runner can get a start from him without much difficulty. If the runner steals a base by reaching it before he is put out, but who afterwards is put out through overrunning the base, the failure to stop in time offsets the credit of the steal.

*The Squeeze Play.*—This is a peculiar point of play in the game. It is only attempted when a base runner is on third, with none out or one out. Then, too, it requires a brainy batsman to be facing the pitcher when the play is attempted, and also an expert runner at third base. The play is made as follows: As the pitcher moves to deliver the ball to the bat, the runner starts as if to steal home. The batsman then tries for a fair "bunt" hit, and if he succeeds, the runner is practically sure to reach home safely. If the ball is bunted foul, no harm is done to the runner, but if the batsman does not touch the ball, the runner becomes an easy victim of the play.

*Taking Bases on Balls.*—A base on balls is a "battery" error, though there are times when it becomes a point of play to send a skillful batsman to his base on balls, but only rarely is this done.

*Taking Bases on Balks.*—All base runners are entitled to take bases on balks, whether forced off or not, but the batsman cannot take a base on a balk.

## TECHNICAL TERMS APPLICABLE TO UMPIRING



*Play*.—This is the call of the umpire when he opens a contest, and from the time of this call until the end of an inning the ball is legally in play unless declared otherwise by the umpire.

*Game*.—This is the umpire's call when he declares the game ended.

*Time*.—The umpire calls "Time" only when he suspends play for the time being, and the moment the call is made the ball ceases to be in play.

*A Half Inning*.—A "half inning" is the term at bat of the nine players representing a club in a game, and is completed when three of such players of a batting side have been put out, as provided in the rules.

*No Game*.—This term is applied at the close of an interrupted game in which less than five innings have been played. The rule says "'No game' shall be declared by the umpire if he shall terminate play on account of rain or darkness before five innings on each side are completed. Except in a case when the game is called, and the club second at bat shall have more runs at the end of its fourth innings than the club first at bat has made in its five innings; in such case the umpire shall award the game to the club having made the greatest number of runs, and it shall be a legal game and be so counted in the championship record."

*The Suspension of Play*.—The rule (74) governing the suspension of play in a game, is as follows: "The umpire shall suspend play for the following causes:

"1. If rain fall so heavily as, in the judgment of the umpire, to prevent continuing the game, in which case he

shall note the time of suspension, and should rain fall continuously for thirty minutes thereafter he shall terminate the game.

"2. In case of an accident which incapacitates him or a player from service in the field, or in order to remove from the grounds any player or spectator who has violated the rules, or in case of fire, panic or other extraordinary circumstances.

"3. In suspending play from any legal cause the umpire shall call 'Time'; when he calls 'Time', play shall be suspended until he calls 'Play' again, and during the interim no player shall be put out, base be run or run be scored. Time shall not be called by the umpire until the ball be held by the pitcher while standing in his position."

*Called to the Bat.*—Should the succeeding batsman fail to take his place at bat promptly the umpire calls for the batsman, and if he fails to take his position within one minute after the umpire has so called, he is declared out. (Section 2 of Rule 51.)

*The Umpire's Legal Calls.*—The umpire is required by the rules to call every "Dead Ball," every "Strike," "Foul Ball," "Block Ball," "Balk," and all balls not over the plate or within legal range as a "ball." But he cannot call a "ball" or a "strike" until the ball passes the home base. He must also call "infield" or "outfield" fly whenever the ball is likely to be caught or touched in the air by an infielder, when first and second or first, second and third are occupied, with less than two out.

*Reversing Decisions.*—No decision rendered by the umpire shall be reversed by him in which the question of an error of judgment is alone involved. This renders kicking against such decisions worse than useless.

## GENERAL TECHNICAL TERMS



*Amateurs.*—An amateur Base Ball player is one who does not play ball for "money, place or emolument." All college club players rank as amateurs when subject to their college faculty rules, not otherwise. No player, however, who accepts money or its equivalent for his services can rank as an amateur ball player.

*An Artist.*—Webster defines the word "artist" as applicable to a person who is "skilled in some art." Therefore, a skillful ball player is an artist in his peculiar line.

*The Battery.*—This is a term applied to the pitcher and catcher of a team. It is the main attacking force of the little army of nine players in the field in a contest.

*Base Lines.*—These are the lines defining the location of the four bases on the diamond field.

*A Block Ball.*—Rule 37, section 1, says "A block ball is a batted or thrown ball that is touched, stopped or handled by any person not engaged in the game.

"Sec. 2. Whenever a block occurs the umpire shall declare it, and the base runners may run the bases without being put out until the ball has been returned to and held by the pitcher standing in his position.

"Sec. 3. If the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the fielders, the umpire should call 'Time' and require each base runner to stop at the last base touched by him until the ball be returned to the pitcher standing in his position and the umpire shall have called 'Play.'"

*The Rubber.*—This is the term given the pitcher's position. Sometimes spoken of as "the slab."

*The Box.*—This is the term given to the position the batsman occupies. Often wrongfully applied to the pitcher's rubber or slab.

*A Fan.*—This is a term applied to a patron of the game, whose partisanship is so pronounced as to amount to fanaticism, hence the word Fan.

*Hit and Run.*—This is a term applicable to a point of play in the game in which a combination of team work at the bat and brainy base-running is brought into play with telling effect. John M. Ward thus describes how it was practically exemplified in 1893 by Nash, Duffy and McCarthy, of the champion Boston team of that year:

"Say, for instance, that they have a man on first and nobody out. Under the old style of play a sacrifice would be the proper thing. Then the man on first would reach second while the batsman was put out. The Bostons, however, work this scheme: The man on first makes a bluff to steal second, but runs back to first. By this it becomes known whether the second baseman or the shortstop is going to cover second for the throw from the catcher. Then the batsman gets a signal from the man on first that he is going to steal on a certain pitched ball. The moment he starts for second the batsman just pushes the ball for the place occupied only a moment before by the infielder who has gone to cover second base. That is, if the second baseman covers the bag the batter pushes the ball slowly to right field; if it is the shortstop, the ball is pushed to left field. Of course, it takes a skillful player to do this, but they have such hitters on the Boston nine. Now, when that ball is pushed to the outfield, the man who has already started to steal second just keeps right on to third, while the batsman is safe at first. Then the trick is tried over again, and in most cases successfully. The man on first makes another bluff to steal, and when the batsman learns who is to cover second base he pushes the ball out again, the man on third scoring, the man on first reaching third, and the batsman gaining first."

*"Play Ball."*—This is now one of the most familiar terms of the whole code of technical terms used in the game. It simply means that the players at once throw aside mere "playing ball for the fun of it," and devote themselves to earnest work in the game.

## HOW TO SCORE

BY THE LATE HENRY CHADWICK, "FATHER OF BASE BALL."

To score a game of Base Ball is a very easy matter indeed, if the object in view is simply to ascertain which of the contesting sides wins; but to score a game for the purpose of making up a complete analysis of each player's work at the bat and in the field, is quite a different matter. For the former purpose the record of the outs and runs, and the runs made in each innings, amply suffices; but for the latter object a full record of all the chances offered and accepted for making runs and putting players out, and of all the base hits made, and of how batsmen and base runners reach bases and score runs, together with all the errors committed by the batsmen and fielders are necessary. To score these latter particulars with as much brevity, rapidity and accuracy in detail as possible, constitutes efficient scoring. How to score properly is what we shall endeavor to show the reader of this chapter on scoring.

To take down in writing every play made in a game necessitates the use of a system of shorthand, which, of course, differs from the work of the phonographist to the extent that sound differs from movements. Over fifty years ago we prepared a system of shorthand for the movements of contestants in a Base Ball match, which system is now familiar to every scorer in the country. The abbreviations of this system were prepared on the *mnemonics* plan of connecting the abbreviated words in some way or other with the movement to be described, so as to allow the memory to be aided by what was already familiar to it, without trusting alone to an arbitrary remembrance of each distinct sign. We began with the first three letters of the alphabet to indicate the first three bases; then we adopted the first or last letter of the word to be recorded, so as to make it familiar, thus using F for the word "fly," and

L for the word "foul," H for "home base," R O for "run-out," K for "struck out," as it was the prominent letter of the word strike, as far as remembering the word was concerned. This was the principle of the system, and it was carried out in further abbreviations.

Below will be found our regular method of scoring which was indorsed by the National Association of 1860, and practised by the best scorers in the country.

#### TO SCORE THE BATTING.

When the players take their positions in the field, and the game commences, all the scorer has to do to record the particulars of the batting, is the moment a run is secured, to put down a dot (•) in the corner of the square opposite the name of the batsman making the run; and when an out is made all he has to do is to mark down the figure 1 for the first out, 2 for the second out, and 3 for the third. By way of checking the score he can also record each run at the end of the score of each batsman, so that the batsman's total score at the end of each innings can be seen at a glance.

When the innings terminate, add up the total dots or runs recorded, and mark the figure underneath the column of the innings, and underneath this figure record the grand total at the close of each innings. Thus suppose 3 runs are scored in the first innings, and 2 in the second, and 3 in the third, under the total figure of the second innings you mark down 5, and under the total figure of the third innings you mark down the figure 8; by this means you can tell at a glance what the total score of a player or of an innings is at any time during the game. The above rule is simply the method of scoring the runs and outs made, without the particulars of the fielding or any record of bases made on hits.

One special feature of this Spalding copyright method of ours in scoring in Base Ball is *the numbering of the players of each respective team in their regular batting order*, thereby plainly

designating each of the nine players in the field by his number in the batting order. By this means a fielder's number from 1 to 9 can readily be known as the one who made an assist or a put-out, or who commits a fielding error, no matter what change of position in the field is made. This change of position cannot possibly be made with the facility of designating the particular fielder by recording his number by that of his position as it can be by recording the figure of the order of batting, as his position in the field is frequently changed, while that of his batting order is never changed during the game, except when a new player is added to the team, in which case he becomes No. 10.

For instance, the college club rule of figures for the players is that of No. 1, for the pitcher; No. 2, for the catcher, and so on from first, second and third basemen to shortstop, left fielder, center fielder and right fielder, while the professional figures are used according to the order of batting.

When the two nines have been chosen and are present, the scorer records their names in the book as follows: On the left-hand page he places the names of one nine under the head of "batsman" and of the other nine under the head of "fielders," the batter being marked by figures 1 to 9 in accordance with their batting order. This order is reversed on the right-hand page, the fielders becoming the batsmen and the batsmen the fielders. This being done, he then records the date of the match and name of the grounds it is played on, this being recorded over the heading of the "innings." When the umpire is selected, and the players are ready to begin the game, the moment the umpire calls "play" the scorer records the time the call was made over the heading of the "batsmen," who begin the game, and the names of this side are the first to be put down when the score is made at the close of the game. The moment the batsman hits a ball and is put out, the scorer records the out by simply writing the figure 1 in the square of the first innings, opposite the batsman's name.

In scoring a game in an ordinary score-book, each fielder is

numbered from one to nine, and in recording by whom players are put out, these figures are used to indicate the name of the fielder. Thus, if the first-named player on the list is the catcher, the first catch he makes behind on a foul fly is recorded 1 L-F, viz., put out by 1 on a foul (L), fly (F). The whole record of a game by this system is done simply by dots, figures and letters. Dots for runs, figures for the outs, players' names and bases players are left on, together with the total scores, and letters as abbreviations of the words used to indicate the manner in which a player is put out. In writing down the positions of the fielders, all that is requisite is to use the initial letter for each position, thus C for catcher, P for pitcher, etc. In recording the center field, however, we use M instead of C, recording it as "middle field," as C is for catcher.

Suppose the fielders in their places and the batsman in his, and the scorers ready to record the game. "Play" is called, and the time of beginning the game at once recorded. The striker then hits a ball, which is caught on the fly by the left fielder, who is the seventh striker, we will say, on the other side. On the square of the first innings opposite the striker you first write down the figure 1, indicating the first hand out, and above it write the figure 7 and the letter F, and your record will then appear thus: : 7-F : : I : : . . . . .

the 7 representing the name of the fielder, and the letter F the initial of the word fly, showing by whom and in what manner the player was put out.

A (•) is used to score a run; while small figures—1st, 2d and 3d—are used to indicate left on bases. A, B, C, represent the first three bases, and all the other abbreviations are either the first or last letters of the words abbreviated. Thus, we give the first letters of fly, tip, run-out, and home run, and the last letters of foul, and struck, as we have already used F for fly; and the letter K, in struck, is easier to remember in connection with the word than S.

## SINGLE-LETTER ABBREVIATIONS.

The single-letter abbreviations we use are as follows:

- A—For First Base.
- B—For Second Base.
- C—For Third Base.
- H—For Home Plate.

These indicate the several bases only, the following being otherwise used:

- F—For Catch of Fly Ball.
- K—For Struck Out.
- L—For Foul Balls.
- M—For Middle Field position, viz., Center Field.
- P—For Passed Balls.
- S—For "Sacrifice Hits."

## DOUBLE-LETTER ABBREVIATIONS.

The double-letter abbreviations are as follows:

- AB—For At Bat.
- BB—For Bases on Balls.
- FC—For Fielder's Choice.
- LF—For Foul Fly Catch.
- HR—For Home Run.
- RO—For Run Out.
- LK—For Foul Strike.
- TF—For Tip Fly Ball.

## BATTING SIGNS.

Abbreviations used in batting differ from the letter signs, as will be seen below.

In indicating base hits we employed a cross  $\text{+}$  for one-base hit, a double cross  $\text{++}$  for a two-base hit, and a triple cross  $\text{++}$  for a three-base hit, and to show where the ball was hit, we added a dot to the cross so as to indicate the part of the field the ball was sent to. Thus a hit to left field for one base is marked thus  $\text{+}$ ; a hit to right field for two bases, thus  $\text{+}$ ; a hit to center field for three bases thus,  $\text{+}$ . A ground ball to either position yielding two bases  $\text{++}$ .

## FIELDING SIGNS.

The signs we use for Fielding movements are as given below:

A high-thrown wide ball is indicated thus,  $\text{—}$ , the line being for the throw and the dot above for the high ball. The low-thrown wide ball is similarly indicated, only the ball is placed *under* the line, thus  $\text{—}$ .

A half circle shows a wild-pitched ball, thus  $\text{C}$ . A dropped fly ball with a dot in the center, thus  $\text{O}$ . A double play by the following sign,  $\text{}$ . A batsman hit by a pitched ball by the word "hit." A muffed ball by  $\text{M}$ .

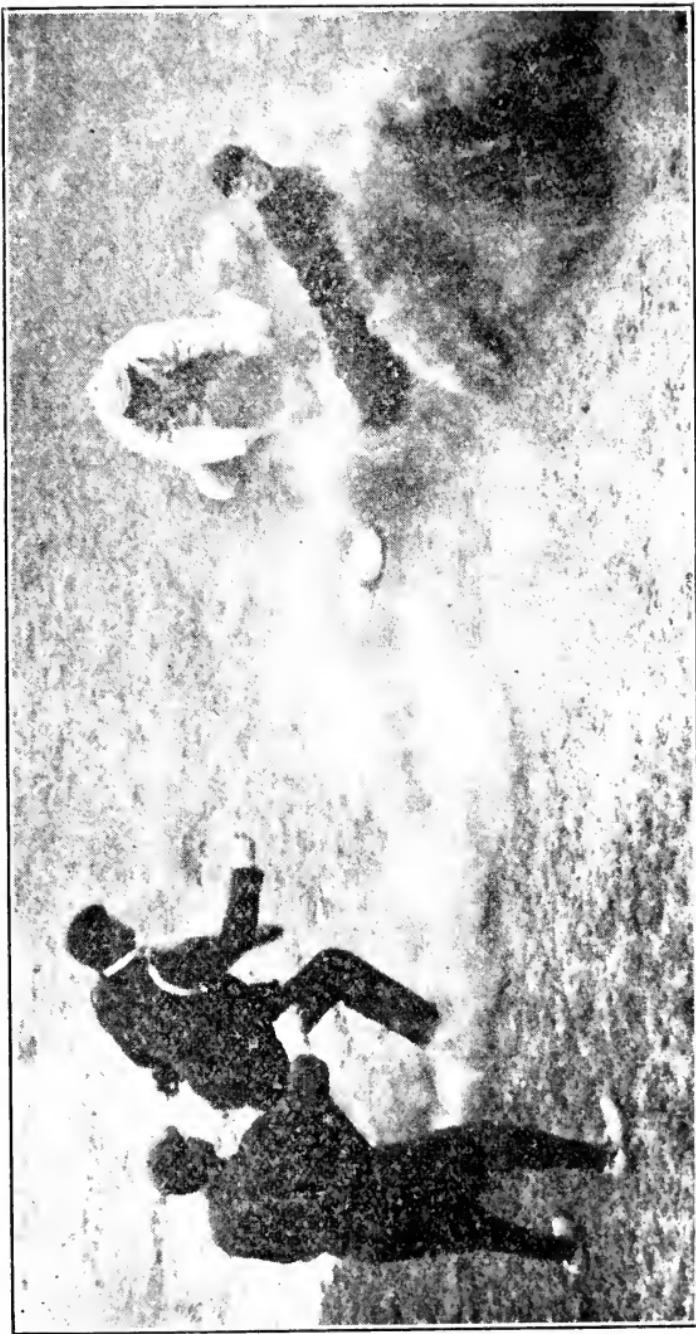
The base-running signs are as follows: *St* for stolen base, *1st*, *2d* and *3d* for left on bases, the figures showing what bases the runners were left on.

It will be seen at a glance that the mnemonic system is frequently used in the makeup of the abbreviations; that is, the use of signs one is familiar with in the place of mere arbitrary signs.



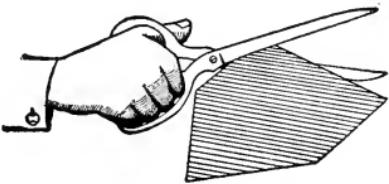
Strunk out at the plate in the second inning of first game. With one out, Strunk singled to right and when the ball went through Moran he went all the way to third. On Schang's hit to Evers, Strunk was thrown out at the plate. Gowdy catching, Dinneen, umpire.

SCENE IN WORLD'S SERIES,



Schmidt safe at third in sixth inning of first game. After Whitted had singled to short, Whitted scoring, Gowdy walked and on Maranville's weak tap to the pitcher's box, Wyckoff tried to catch Schmidt going down to third. Third base: Dimeen, umpire.

SCENE IN WORLD'S SERIES.



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may be all right for some pitchers, but they "take a chance," and that is how some base ball goods are made—something is skimped—a chance is taken.

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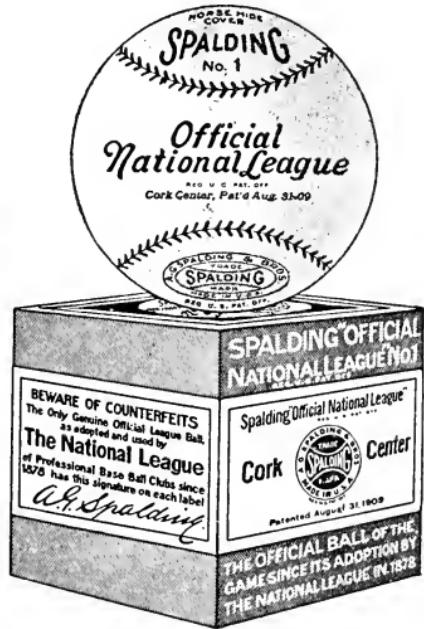
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## The Spalding "Official National League" Ball

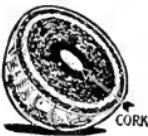
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**PATENT CORK CENTER**

PATENTED AUGUST 31, 1909



Adopted by The National League in 1878 and is the only ball used in Championship games since that time and, as made now with Patent Cork Center, has been adopted for twenty years more, making a total adoption of fifty-four years.



This ball has the SPALDING "PATENT" CORK CENTER, the same as used since August 1, 1910, without change in size of cork or construction. Same ball exactly as used in World Series Games of 1910, 1911, 1912 1913 and 1914.

**No. 1** { Each, - - \$1.25  
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Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

**THE SPALDING "OFFICIAL NATIONAL LEAGUE" BALL  
HAS BEEN THE OFFICIAL BALL OF THE  
GAME SINCE 1878**

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## Spalding "Official National League" Jr. Ball

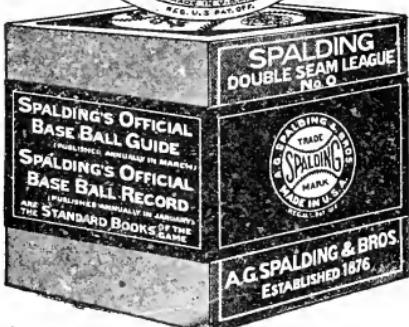
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**PATENT CORK CENTER**

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U. S. Pat. Off.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

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Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

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**No. 100.** "Players' Autograph" Bats, bearing the signature of the player in each case, represent their playing bats in every detail. Made from the finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. . . . Each, \$1.00

Carried in stock in all Spalding stores in the following Models. Mention name of player when ordering.



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One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and the check style of hitting. Weights from 40 to 45 ounces. Length 34 inches.

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We can supply on special orders Model Bats same as we have made for the most famous batsmen on National and American League Teams.

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DAUBERT, Brooklyn, National League . . . . .	Model D	PASKERT, Philadelphia, National League . . . . .	Model P
FLETCHER, New York, National League . . . . .	Model E	SPEAKER, Boston, American League . . . . .	Model S
HERZOG, Cincinnati, National League . . . . .	Model F	THOMAS, Philadelphia, American League . . . . .	Model T
LEDERER, Philadelphia, National League . . . . .	Model G	WHEAT, Brooklyn, National League . . . . .	Model W
	Model H		
	Model I		
	Model J		

The original models from which we have turned bats for the above players we hold at our Bat Factory, making duplicates on special order only. These special order bats do not bear the Players' Autographs. We require at least two weeks' time for the execution of special bat orders.

**Spalding Special Model Bats. Professional Oil Finish. Not Carried in Stock. Each, \$1.00**

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Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model S1—31 in.	35 to 39 oz.	Model S5—34 in.	40 to 44 oz.	Model S9—35 in.	40 to 45 oz.
Model S2—34 1/2 in.	40 to 45 oz.	Model S6—33 in.	38 to 43 oz.	Model S10—33 in.	37 to 43 oz.
Model S3—31 1/2 in.	38 to 42 oz.	Model S7—33 in.	37 to 43 oz.	Model S11—35 in.	42 to 46 oz.
Model S4—32 1/2 in.	40 to 45 oz.	Model S8—34 in.	39 to 44 oz.	Model S12—33 in.	40 to 44 oz.

### Spalding Professional Improved Oil Finish Bats

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LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model P1—31 in.	35 to 39 oz.	Model P5—34 in.	40 to 44 oz.	Model P9—34 1/2 in.	40 to 45 oz.
Model P2—33 in.	38 to 43 oz.	Model P6—35 in.	40 to 44 oz.	Model P10—34 in.	38 to 42 oz.
Model P3—33 in.	39 to 44 oz.	Model P7—34 in.	39 to 43 oz.	Model P11—35 in.	45 to 50 oz.
Model P4—33 in.	36 to 40 oz.	Model P8—34 1/4 in.	38 to 43 oz.	Model P12—35 in.	40 to 45 oz.

### Spalding Black Oil-Tempered Bats

**No. 100D.** These bats are tempered in hot oil and afterwards treated with a special process which darkens and hardens the surface and has exactly the same effect as aging from long service. The special treatment these bats are subjected to make them most desirable for players who keep two or three bats in use, as the oil gradually works in and the bats keep improving. Line of models has been very carefully selected. Timber used is the same as in our "Players' Autograph," "All Star," "Professional Oil Finish" and Gold Medal lines. . . Each, \$1.00

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LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model D1—31 in.	35 to 39 oz.	Model D5—34 in.	40 to 44 oz.	Model D9—34 1/2 in.	40 to 45 oz.
Model D2—33 in.	38 to 43 oz.	Model D6—35 in.	40 to 44 oz.	Model D10—34 in.	38 to 42 oz.
Model D3—33 in.	39 to 44 oz.	Model D7—34 in.	39 to 43 oz.	Model D11—35 in.	45 to 50 oz.
Model D4—33 in.	36 to 40 oz.	Model D8—34 1/4 in.	38 to 43 oz.	Model D12—35 in.	40 to 45 oz.

### Spalding Gold Medal Natural Finish Bats

**No. 100G.** Models same as our "Professional Oil Finish," but finished in a high French polish, with no staining. Timber is same as in our "Players' Autograph," "All Star," and other highest quality lines, and models duplicate in lengths, weights, etc., the line of Spalding "Professional Oil Finish" styles. . . Each, \$1.00

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Model N2—33 in.	38 to 43 oz.	Model N6—35 in.	40 to 44 oz.	Model N10—34 in.	38 to 42 oz.
Model N3—33 in.	39 to 44 oz.	Model N7—34 in.	39 to 43 oz.	Model N11—35 in.	45 to 50 oz.
Model N4—33 in.	36 to 40 oz.	Model N8—34 1/4 in.	38 to 43 oz.	Model N12—35 in.	40 to 45 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

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Model T1. 33½ in.	36 to 41 oz.	Model T5. 32½ in.	44 to 48 oz.	Model T9. 33½ in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34½ in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34½ in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

## Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. . . . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz.	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34½ in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31½ in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32½ in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

## Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle, five inches of electric tape, wound on bat to produce perfect non-slip grip. . . . . Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32½ in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2.* 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34½ in.	37 to 41 oz.

\*Bottle shape.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

## Spalding Trade-Mark Bats

No. 75. **Wagon Tongue.** Most popular models, light antique finish. One dozen in a crate (assorted lengths, 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c.

No. 50M. **Mushroom.** Special finish. No. 50B. "Spalding Junior," invaluable as an all-around bat. Each, 50c. special finish. Specially selected models; lengths and weights proper for younger players. Each, 50c.

No. F. "Fungo." Hardwood, 38 inches long, thin model. Professional oil finish. Each, \$1.00

No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c.

No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c.

No. 50. "League," ash, plain handle. " 50c.

No. 25. "City League," plain handle. " 25c.

Each, 10c.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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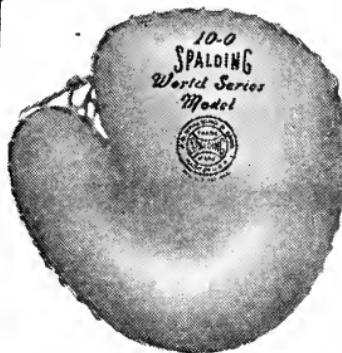
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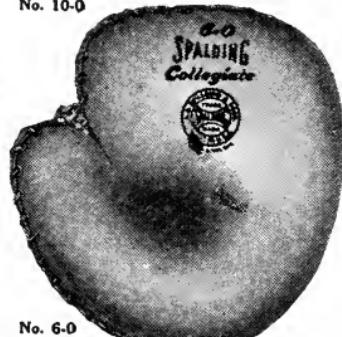


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REG. U. S. PAT. OFF.



No. 10-O



No. 6-O



No. 5-O

## SPALDING CATCHERS' MITTS

No. 11-O. "The Giant." Heavy brown leather throughout; laced back. "Stick-on-the-hand" strap-and-buckle fastening. Each, \$10.00

Patented October 29, 1911

No. 10-O. "WORLD SERIES" — Patent Molded Face. Brown calfskin. King Patent Felt Padding. Laced back. "Stick on-the-Hand" strap-and-buckle fastening. Each, \$9.00

Patented January 2, 1906. March 10, 1908, Alaska, and including King Patent

No. 10-OP. "WORLD SERIES" Same as No. 10-O, but patent perforated palm. Each, \$8.00

Patented January 2, 1906. June 25, 1910, March 25, 1913

No. 9-O. "Three-and-Out." Patented Molded face; hand formed pocket. Brown calfskin; hair felt padding; patent laced back; leather strap and brass buckle fastening. Each, \$8.00

Patented January 2, 1906

No. 9-OP. Patent "Perforated" Palm. Otherwise same as No. 9-O. Each, \$8.00

Patented March 25, 1913

No. 8-O. "Olympic." Palm specially prepared leather. Back and side special brown calfskin. Leather lace. Leather bound edges. Hand stitched, formed padding. Each, \$7.00

Patented January 2, 1906

No. 8-O. "Foxy." Brown calfskin. Patent combination shaped face; hair felt padding. Fox Patent Padding Pocket. Extra felt supplied with mitt. "Stick on the Hand" strap-and-buckle fastening. Each, \$7.00

Patented January 2, 1906. October 2, 1914, and including Fox Patent Padding Pocket

Patented February 20, 1912

No. 7-O. "Perfection." Brown calfskin. Patent combination shaped face; hair felt padding. Patent laced back and thumb; leather lace. Each, \$6.00

Patented January 2, 1906

No. 6-O. "Collegiate." Molded face. Olive colored leather. King Patent Felt Padding, patent laced back and thumb. Each, \$5.00

Patented January 2, 1906. March 10, 1908, King Patent Padding. Patented June 25, 1913

No. OG. "Conqueror." Semi-molded face. Brown calf, black leather bound; leather laced; Heel of hand piece felt lined. Each, \$5.00

No. 5-O. "League Extra." Molded face. Buff colored leather, patent felt padding; Heel of hand piece felt lined. Each, \$4.00

Patented January 2, 1906. September 27, 1908

No. OK. "OK Model." Semi-molded, brown horse hide face. Felt padding, red leather edges. Heel of hand piece felt lined. Ea., \$4.00

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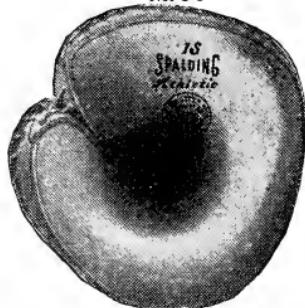
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## SPALDING CATCHERS' MITTS

No. 3-0. "Decker Patent." Brown oak leather; patent laced back; laced at thumb. Sole leather Decker Patent finger protection. Each, \$3.50  
 No. 2-0. "Leader." Brown oak leather face, back and finger piece. Patent laced back; laced at thumb. Each, \$3.50  
 No. 4-0. "League Special." (January 1908) Molded face. Brown leather; felt padding. Heel of hand piece felt lined. Each, \$3.50  
 No. O. "Interstate." Brown leather face, side and finger piece. Each, \$3.00  
 No. OH. "Handy." Pearl grain leather face, brown leather back; felt padding; laced, reinforced at thumb. Each, \$3.00  
 No. OR. "Decker Patent." Black leather; Sole leather Decker Patent finger protection. Each, \$2.50  
 No. OA. "Inter-City." Brown cowhide face and finger piece, green leather back and side piece; red leather binding; reinforced and laced at thumb; patent laced back. Each, \$2.50  
 No. 1S. "Athletic." Large model, smoked horse hide face and finger piece, brown leather side piece and back; reinforced and laced at thumb; patent laced back. Each, \$2.00  
 No. 1R. "Semi-Pro." Large model; black grain-leather; reinforced and laced at thumb; patent laced back, leather lace. Each, \$2.00  
 No. 1X. "Trade League." Large model; face and finger piece buff colored leather, black leather back and side piece; leather bound; patent laced back. Felt padding. Each, \$2.00  
 No. 1C. "Back-Stop." Large model; special gray leather face and finger piece; brown leather side and back; padded. Each, \$1.50  
 No. 1D. "Champion." Black leather face, back and finger piece, with brown leather side. Padded; patent laced back. Each, \$1.50  
 No. 1A. "Catcher." Oak leather face, back and finger piece, black leather side piece. Laced at thumb. Each, \$1.25  
 No. 2C. "Foul Tip." Oak leather. Padded; reinforced and laced at thumb. Each, \$1.00  
 No. 2R. "Association." Black leather face, back and finger piece. Each, \$1.00  
 No. 3. "Amateur." Oak tanned leather face, back and finger piece. Each, 75c.  
 No. 3R. "Interscholastic." Black leather face, back and finger piece. Each, 75c.  
 No. 4. "Public School." Large size. Brown oak leather; reinforced, laced at thumb. Ea., 50c.  
 No. 4R. "Boys' Amateur." Large size. Black leather face and finger piece. Each, 50c.  
 No. 5. "Boys' Delight." Face and finger piece of brown oak tanned leather. Each, 25c.



No. 3



No. 1



No. 2C

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No. AA1



No. SS



No. PX



No.  
2XR

## SPALDING INFIELDERS' GLOVES

No. VXL. "Just Right." "Broken-In" style. Specially treated brown calfskin. Full leather lined. Welted seams. Supplied in either regular or "Cadet" fingers. King Patent Padding. (Patented June 28, 1910) Each, \$5.00 No. SXL. "All Players." "Broken-In" Buckskin. Finest material throughout. Full leather lined. Welted seams. King Patent Padding. (Patented June 28, 1910) Each, \$5.00 No. AA1. "WORLD SERIES" Professional model. Finest buckskin, specially treated to help player break glove into shape. Very little padding. Welted seams. Leather lined throughout. One of the most popular models. Regular padding. . . . Each, \$4.00 No. BB1. "WORLD SERIES" Finest buckskin. Worn by successful National and American League infielders. Good width and length. Leather lined. Welted seams. King Patent Padding. (Patented June 28, 1910) Each, \$4.00 No. SS. "Leaguer." With shorter "Cadet" fingers than in other gloves. Best quality buckskin. Welted seams and leather lined all through. . . . Each, \$4.00 No. PX. "Professional." Felt lined. Finest buckskin, same as in our No. PXL glove. Padded according to ideas of prominent professional players who prefer felt to leather lining. Welted seams. Each, \$3.00 No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Welted seams. . . . Each, \$3.50 No. PXL. "Professional." Finest buckskin. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined. Welted seams. Supplied in regular and "Cadet" fingers. . . . Each, \$3.50 No. XWL. "League Special." Specially tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Welted seams. . . . Each, \$3.00 No. 2W. "Minor League." Smoked horse hide. Professional model. Full leather lined. King Patent Felt Padding. (Patented June 28, 1910) Welted seams. . . . Each, \$3.00 No. 2XR. "Inter-City." Black calfskin. Professional style; padded little finger; leather strap at thumb; welted seams; leather lined throughout. Each, \$2.50 No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL. Leather lined. Welted seams. Each, \$2.50 No. 2X. "League." Specially tanned pearl colored grain leather. Same as special shortstop glove No. SS. Welted seams; leather lined throughout. Each, \$2.50 No. 2Y. "International." Smoked horse hide. Professional style, specially padded little finger, and leather strap at thumb; welted seams. Full leather lined throughout. . . . Each, \$2.50

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infieiders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

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REG. U. S. PAT. OFF

## SPALDING INFIELDERS' GLOVES

No. 3X. "Semi-Pro." Gray buck tanned leather. Large model. Correctly padded; welted seams. Leather lined throughout. Each, \$2.00  
 No. 4X. "Association." Brown leather, specially treated. Popular model. Padded little finger, and leather strap at thumb. Welted seams; full leather lined. Ea., \$2.00  
 No. 3XR. "Amateur." Black tanned leather, padded, large thumb. Welted seams. Leather lined. Ea., \$2.00  
 No. XL. "Club Special." White leather, padded on professional model. Welted seams. Leather lined. \$1.50  
 No. XLA. "Either Hand." Worn on right or left hand. (Pat. Sept. 12, 1911). White tanned leather, correctly padded. Welted seams. Full leather lined. Each, \$1.50  
 No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Welted seams; correctly padded. Leather lined. Each, \$1.50  
 No. ML. "Diamond." Special model. Smoked sheepskin, padded. Full leather lined. Each, \$1.50  
 No. XS. "Practice." White velvet tanned leather. Welted seams; inside hump. Full leather lined. Each, \$1.25  
 No. 15. "Regulation." Men's size, Brown tanned leather, padded. Welted seams. Palm leather lined. Ea., \$1.00  
 No. 15R. "Regulation." Men's size, Black tanned leather, padded; inside hump. Palm leather lined. Each, \$1.00  
 No. 10. "Mascot." Men's size. Olive tanned leather, padded. Popular model. Palm leather lined. Ea., \$1.00  
 No. X. "Special." Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb, padded. Welted seams. Leather lined. Each, \$1.00  
 No. XB. "Boys' Special." Boys' professional style. White leather. Welted seams. Leather lined. Ea., \$1.00  
 No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea., 75c.  
 No. 13. "Interscholastic." Youths' size. Oak tanned brown leather. Professional model. Leather web at thumb; padded. Welted seams. Leather lined. Ea., 75c.  
 No. 12R. "League Jr." Full size. Black tanned leather, lightly padded, but extra long. Palm leather lined. Welted seams, inside hump. Each, 75c.  
 No. 16. "Junior." Full size. White chrome tanned leather, lightly padded, extra long. Palm leather lined. Ea., 50c.  
 No. 16W. "Star." Full size. White chrome leather. Welted seams; padded. Palm leather lined. Ea., 50c.  
 No. 14X. "Boys' Match." Youths' professional style. Special tanned wine colored leather, correctly padded and inside hump. Palm leather lined. Each, 50c.  
 No. 17. "Youths." Brown smooth tanned leather, padded; inside hump. Palm leather lined. Each, 50c.  
 No. 18. "Boys' Own." Oak tanned leather, padded; inside hump. Palm leather lined. Each, 25c.



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### SPALDING BASEMEN'S MITTS

No. ABX. "Stick-on-the-Hand." Calfskin. Laced, except thumb and heel. Special strap "Stick-on-the-Hand" with buckle at back. . . Each, \$5.00  
 No. AAX. "First Choice" Broken-In Model. Specially prepared leather. King Patent Padding. Leather lace. Strap reinforcement at thumb. Ea., \$5.00  
 No. AXX. "Good Fit." Brown calfskin, bound with black leather. Leather laced. . . Each, \$4.00  
 No. BXS. "League Special." Brown calfskin, bound with brown leather. Leather laced, except at heel; leather strap support at thumb. Ea., \$4.00  
 No. AXP. "WORLD SERIES." REG. U. S. PAT. OFF. White tanned buck; leather lacing. Leather strap support at thumb. King Patent Padding. . . Each, \$4.00  
 No. BXP. "WORLD SERIES." REG. U. S. PAT. OFF. Calfskin; leather lacing. Leather strap support at thumb. King Patent Padding. . . Each, \$4.00  
 No. CO. "Professional." Specially treated calfskin. Padded, leather laced, except at heel. Each, \$3.00  
 No. CX. "Semi-Pro." Smoke colored leather face, brown leather back, laced all around, except at heel; padded at wrist and thumb. . . Each, \$2.50  
 No. CD. "Red Oak." Tanned brown leather; red leather binding. Laced, except at thumb and heel, leather strap support at thumb. . . Each, \$2.50  
 No. CXR. "Amateur" Black leather face, back and lining. Padded; laced, except at heel. Each, \$2.00  
 No. CXS. "Amateur." Special tanned brown leather. Padded; laced, except at heel. Each, \$2.00  
 No. DX. "Double Play" Oak tanned leather, laced all around, except at heel; padded. Each, \$1.50  
 No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented August 9, 1910  
 King Patent Padding on Nos. AAX, AXP, BXP, Pat. June 28, 1910

"League Extra" Pitchers' and Basemen's Mitt  
 No. 1F. Face of tanned leather; balance of brown calfskin. Without hump. Leather laced. Ea., \$3.50

### Spalding Fielders' Mitts

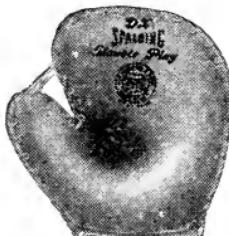
No. 2MF. "League Special." Brown calfskin face and back; has finger separations of leather, extra full thumb, leather web; leather lined. Ea., \$3.00  
 No. 5MF. "Professional." Olive leather, padded; finger separations; felt lined; leather web. Ea., \$2.00  
 No. 6MF. "Semi-Pro." White tanned buckskin; leather finger separations; leather lined; large thumb; well padded, and leather web. Each, \$1.50  
 No. 7MF. "Amateur." Pearl colored leather; finger separations; padded; web thumb. . . Each, \$1.00  
 No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00  
 No. 9F. "League Jr." Boy's. Oak tanned leather, padded; reinforced and laced at thumb. Each, 50c.  
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No. BXP



No. CO



No. DX



No. 2MF

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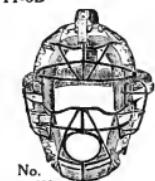


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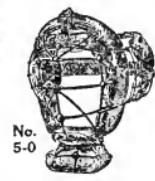
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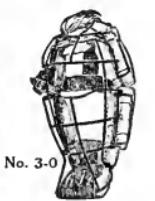
No.  
11-0D



No.  
10-0W



No.  
5-0



No.  
3-0



No.  
2-0



No.  
OXB

## SPALDING CATCHERS' MASKS

No. 11-0D. "SAFETY FIRST" Double Wire, Open Vision, Electric Welded Frame. Double wiring adds a little to the ordinary weight of a mask, but for the catcher who wants the best there is no other style worth consideration. Properly padded, including every up-to-date feature in construction. . . . . Each, \$6.00

No. 10-0W. "WORLD SERIES." Patented December 19, 1911; Reg. U. S. Pat. Off. Jan. 30, 1912; Dec. 16, 1912. Special electric welded "Open Vision" black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. Ea., \$5.00

No. 8-0. "Open Vision." Patented December 14, 1911; Reg. U. S. Pat. Off. Jan. 30, 1912; Dec. 16, 1912. Specially soldered and reinforced frame of highest quality special steel wire, black finish. Carefully reinforced with hard solder at joining points. Special wire ear guards. . . . . Each, \$5.00

No. 5-0. "Open Vision" Umpires' Mask. Has neck protecting attachment and special ear protection; nicely padded. Principal wire crossings specially soldered. Safest and most convenient style ever made for umpires. . . . . Each, \$5.00

No. 6-0. "Special Soldered." Principal wire crossings heavily soldered. "Open Vision," extra heavy wire frame, black finished; continuous style padding, with soft chin-pad; special elastic head-band. . . . . Each, \$4.00

No. 4-0. "Sun Protecting." Patent leather sun-shade, protecting eyes without obstructing view. "Open Vision," electric welded frame of extra heavy steel wire, black finish. With soft chin-pad; improved design hair-filled pads, including forehead pad; elastic head band. . . . . Each, \$4.00

No. 3-0. "Neck Protecting." Neck protecting arrangement affords positive protection. "Open Vision," electric welded, black finish frame; comfortable pads, with soft chin-pad and special elastic head-strap. . . . . Each, \$3.50

No. O-P. "Semi-Pro" League. "Open Vision," electric welded best black annealed steel wire frame. Special continuous style side pads, leather covered; special soft forehead and chin-pad; elastic head-band. . . . . Each, \$2.50

## SPALDING "REGULATION LEAGUE" MASKS

No. 2-O. "Open Vision," soldered heavy black annealed steel wire frame. Full length side pads of improved design; soft forehead and chin-pad; special elastic head-band. Each, \$2.00

No. O-X. Men's size. "Open Vision," electric welded frame, black finish. Improved leather covered pads, including forehead-pad, molded leather chin-strap; elastic head-band. Each, \$1.50

No. OXB. Youths'. "Open Vision," electric welded frame, black finish. Soft side padding, forehead and chin-pad. Each, \$1.50

No. A. Men's. Electric welded black enameled frame. Leather covered pads, forehead and chin-pad. . . . . Each, \$1.00

No. B. Youths'. Electric welded black enameled frame; similar in quality throughout to No. A, but smaller in size. Each, \$1.00

No. C. Electric welded black enameled frame; soft leather covered pads; wide elastic head-strap, leather strap-and-buckle. Ea., 50c.

No. D. Electric welded black enameled frame. Smaller in size than No. C. . . . . Each, 25c.

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## SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" <small>REG. U. S. PAT. OFF.</small>	Uniform No. O.	Single Suit, \$15.00	\$12.50
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "WORLD SERIES" <small>REG. U. S. PAT. OFF.</small>	Uniform No. OA.	Single Suit, \$14.00	11.50
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "League" Uniform No. 1.		Single Suit, \$12.50	10.00
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "League" Uniform No. 1A.		Single Suit, \$11.50	9.00
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "Interscholastic" Uniform No. 2.		Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "Minor League" Uniform No. M.		Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "City League" Uniform No. W.		Single Suit, \$7.50	6.00
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "Club Special" Uniform No. 3.		Single Suit, \$6.00	5.00
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "Amateur Special" Uniform No. 4.		Single Suit, \$4.00	3.50
Net price to clubs ordering for <i>Entire Team</i> .		Suit,	
Spalding "Junior" Uniform No. 5.		Single Suit, \$3.00	2.50
Net price to clubs ordering <i>nine or more uniforms</i> .		Suit,	
Spalding "Youths" Uniform No. 6.	Good quality Gray material No larger sizes than 30-in. waist and 34-in. chest.	Complete, ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.	1.00

## SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES"  
REG. U. S. PAT. OFF. Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Extra strong soft laces. Pair, \$7.00

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

Sizes and Weights of No. FW Shoes  
Size of Shoes: 5 6 7 8 9  
Weight per pair: 18 18½ 19 20 21 oz.

No. 30-S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. Strong laces. Pair, \$7.00  
No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$5.00  
No. OS. "Club Special" Sprinting. Similar to No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, \$5.00  
No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$3.50 ★ \$39.00 Doz.  
No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but not guaranteed. Pair, \$2.50 ★ \$27.00 Doz.

### Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Pair, \$2.00

Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

*\*The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantity prices NOT allowed on items NOT marked with ★*

PROMPT ATTENTION GIVEN  
TO ANY COMMUNICATIONS  
ADDRESSED TO US

**A.G. SPALDING & BROS.**  
STORES IN ALL LARGE CITIES

COMPLETE LIST OF STORES  
ON INSIDE FRONT COVER  
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ACCEPT NO  
SUBSTITUTE THE SPALDING



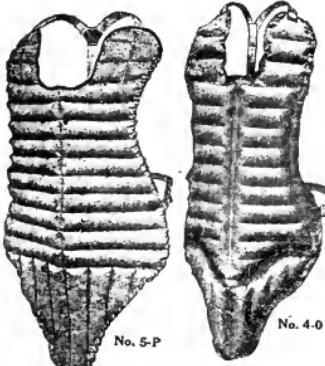
TRADE-MARK GUARANTEES  
QUALITY

REG. U. S. PAT. OFF.

**Spalding "WORLD SERIES" Catchers' Body Protectors**

No. 5P. Padded style, not inflated. Patented June 22, '09; Aug. 24, '09. Canvas cover, laced at sides, permitting readjusting of padding as desired. Special body strap. . . . . Each, \$10.00

No. 4-0. Inflated style. Strong tan covering. Special shoulder padding, laced to permit readjustment of padding as desired and special body strap. (Patented Nov. 24, '03). . . . . Each, \$10.00



The prices printed in italics opposite items, marked with ★ will be quoted only on orders for one-half dozen or more at one time. Quantity prices NOT allowed on items NOT marked with ★

**Spalding Catchers' Body Protectors**

No. 2-0. "Minor League." Cover of durable material. Made in best manner. Inflated. Full size. Each, \$7.50

No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. . . . . Each, \$5.00

No. M. "Interscholastic." Well made, Inflated. . . . . 3.50

No. 2. "Youths." Good size. Inflated. . . . . 3.00

**Spalding Umpires' Body Protectors**

Give length and width when ordering Umpires' Body Protectors.

No. L. Inflated. Large size, best quality. Same as supplied to most experienced major league umpires. Each, \$10.00

No. LS. Inflated. Special light weight, very large air passages and without any breaks or hinges. Soft rubber tube instead of regular inflating valve. Not carried in stock; supplied on special orders only. . . . . Each, \$10.00

No. R. Inflated. Correct model. Cover of good material. Flexible inflating tube. . . . . Each, \$5.00

**Spalding Leg Guards for Base Ball Catchers**

No. 33. As supplied to Roger Bresnahan and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from spikes. Covered with special quality white buck dressed leather. Pair, \$6.50

**Spalding Catchers' Leg Guards**

No. RB. Plain style, fiber leg piece, not ribbed. Leather padded at ankle and knee. . . . . Pair, \$5.00

**Spalding Uniform Bags**

Convenient roll for packing uniforms in a manner which will not wrinkle and soil them; with separate compartments for shoes, etc.

No. 2. Bag leather; well made. . . . . Each, \$6.00

No. 1. Best heavy canvas; leather bound, double leather shawl strap and handle. . . . . Each, \$3.00

No. 6. Brown canvas roll; leather straps and handle. . . . . 1.50

No. 5. Combined Uniform and Bat Bag. Similar to regular uniform bags, but with extra compartment to carry one bat. Best canvas, leather bound. . . . . Each, \$4.00

No. 4. Individual Uniform Bag. Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. Each, \$2.00

**Spalding Bat Bags**

No. 2. Heavy waterproof canvas, leather reinforced at both ends, and leather handles; holds 12 bats. . . . . Each, \$3.50

No. 3. Similar to No. 2, but holds only 6 bats. . . . . 2.50

**Spalding Individual Bat Bags**

No. 01. Good quality heavy leather bat bag, for two bats; used by most league players. Each, \$4.00 ★ \$3.20 Doz.

No. 02. Extra heavy canvas; heavy leather cap at both ends. . . . . Each, \$2.00 ★ \$1.60 Doz.

No. S1. Sheepskin, good quality bag, with heavy leather end. . . . . Each, \$1.75 ★ \$1.30 Doz.

No. 03. Heavy canvas; leather cap at both ends. . . . . Each, \$1.00 ★ \$1.00 Doz.

**Spalding Special Club Bat Bag**

No. 8. Heavy canvas, with strong reinforcing strips running lengthwise, and heavy leather ends. Holds 26 to 30 bats. . . . . Each, \$18.00

Lettering on any of above bags extra. Prices on application.

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# Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 16 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

"The Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair and legitimate profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

"The Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

**First.**—The user is assured of genuine Official Standard Athletic Goods.

**Second.**—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is "The Spalding Policy," which has already been in successful operation for the past 16 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*  
PRESIDENT.

# Standard Quality

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An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-nine years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.





# SPALD

ATHLETIC LINE

A separate book covers every Athletic Sport  
and is Official and Standard  
Price 10 cents each

GRAND PRIZE



GRAND PRIX



ST. LOUIS, 1904

## SPALDING ATHLETIC GOODS

ARE THE STANDARD OF THE WORLD

### A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS
BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
ALBANY	CLEVELAND	SEATTLE
BUFFALO	COLUMBUS	SALT LAKE CITY
SYRACUSE	ROCHESTER	INDIANAPOLIS
BALTIMORE	WASHINGTON	PORTLAND
LONDON, ENGLAND		PITTSBURGH
LIVERPOOL, ENGLAND		MINNEAPOLIS
BIRMINGHAM, ENGLAND		ATLANTA
MANCHESTER, ENGLAND		ST. PAUL
BRISTOL, ENGLAND		LOUISVILLE
EDINBURGH, SCOTLAND		DENVER
GLASGOW, SCOTLAND		NEW ORLEANS
		DALLAS
		MONTREAL, CANADA
		TORONTO, CANADA
		PARIS, FRANCE
		SYDNEY, AUSTRALIA

Factories owned and operated by A.G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.